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KONAMI

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SUBSISTENCE

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB M MATURE 17+

Written by Greg Off



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SUBSISTENCE

OFFICIAL STRATEGY GUIDE

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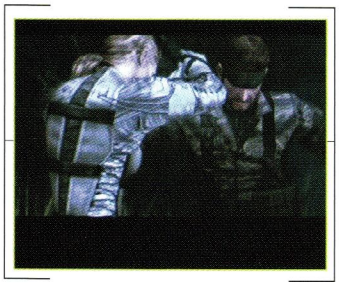
1 OPERATION SNAKE EATER

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1 ADAM AND EVA
BEYOND THE FOREST BASE
ESCAPE THE CAVE
WAREHOUSE IN THE MANGROVE
GRANINY GORKI LAB
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ALPINE ASCENT
GROZNYJ GRAD
SHAGOHOD
THE BOSS

SIGINT SIGNS ON

A new weapons and equipment technician is available via radio to provide information regarding the technical side of combat. SIGINT is the savvy young tech responsible for creating Snake's Motion Detector, Active Sonar, and other cutting edge equipment. However, most of the time he discusses the details of recent events, in terms of the equipment seen during cut scenes and the like.

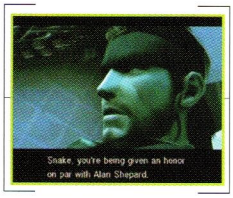




Due to the unfortunate setbacks of Virtuous Mission, a new campaign has been coordinated in the joint interests of the United States and the Soviet Union, two nations forced to collaborate due to the severe threat of the situation. Although badly wounded during the previous mission, operative CIA agent "Naked Snake" has been reassigned to complete this new and more complex mission. The main objectives are to rescue Sokolov, destroy the Shagohod, and to kill the defector and traitor formerly known as "The Boss." Because her COBRA Unit comrades will most likely not stand idly by, Snake is expected to encounter and kill them as well. Hence the reptile-exterminating mission name, "Operation Snake Eater."

MISSION OBJECTIVE ONE: ADAM AND EVA

Snake crash lands in Dremuchij East, an area somewhat near the location of Virtuous Mission. Four days have passed. Snake lands in the middle of the night. His first objective is to meet up with ADAM, a contact within the KGB. ADAM will take you to Sokolov's location to complete the rescue portion of the mission. Unlike before, this is an official mission with full assistance from the U.S. Government.



FOOD LIST: ADAM AND EVA STAGE

- **Magpie** (BIRD D)
- **Sunda** Whistling-Thrush (BIRD E)
- **Yabloko** Moloko (FRUIT A)
- **Golova** (FRUIT C)
- **Russian** False Mango (FRUIT B)
- **Otton** Frog (FROG A)
- **Tree** Frog (FROG B)
- **Indian** Gavial (GAVIAL)
- **Markhor** (MARKHOR)
- **Russian** Oyster Mushroom (MUSHROOM A)
- **Siberian** Ink Cap (MUSHROOM C)
- **Hornets'** Nest (NEST)
- **European** Rabbit (RABBIT)
- **Rat** (RAT)
- **King** Cobra (SNAKE A)
- **Green** Tree Python (SNAKE F)
- **Giant** Anaconda (SNAKE G)
- **Reticulated** Python (SNAKE H)
- **Flying** Squirrel (SQUIRREL)

DREMUCHIJ EAST

ITEMS FOUND

None

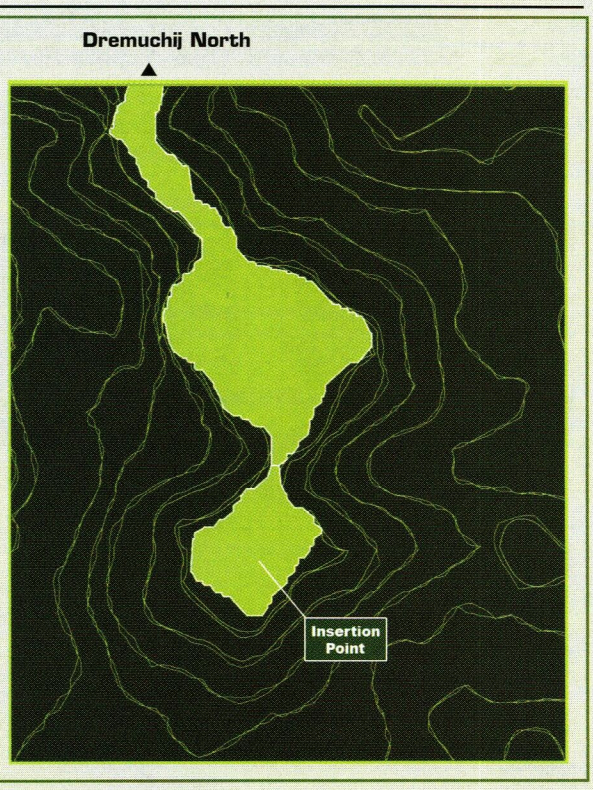
Back in Action



Snake is now equipped with the M1911A1, a .45 caliber gun that fires lethal rounds. Any target shot with this weapon may be killed; there is no tranquilizer gun for now. However, you are about to lose this weapon. Use the M1911A1 to your heart's content for hunting until the next cinema.

Snake is completely out of food, so forage in this area to collect new rations. **Reticulated Pythons** still slither through the grass, and nocturnal **Otton Frogs** are quite a delicacy, according to Para-Medic. Check anywhere in the area to spot a rarely seen **Flying Squirrel** crawling on tree trunks or gliding in the air.





SEARCH FOR MEDICINAL PLANTS

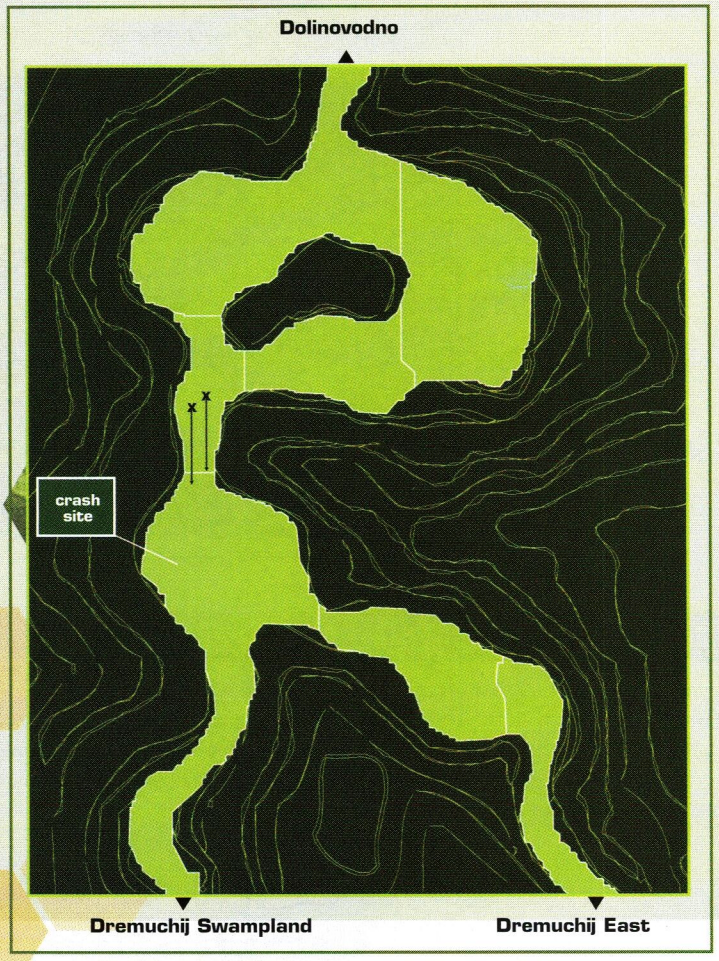
Look for small, isolated plants and shrubs near trees and rock walls that are slightly different in color from the surroundings and bear strange flowers, berries or nuts. Use the Survival Knife or the CQC kick action to knock these plants loose. Doing so transforms them into medical supplies for use in surgery and treatment. Now that curing Snake is a big part of the game, be sure to stay fully stocked on medical supplies at all times.



DREMUCHIJ NORTH

ITEMS FOUND

None



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The Crash Site

Snake emerges on a ledge overlooking the area. Once he drops down from this ledge, Dremuchij East cannot be revisited. If you haven't collected food and medicinal supplies, go back and hunt for them before you proceed.







After dropping to the lower section, follow the path and look for a **Green Tree Python** hanging from tree branch directly in front of you. Continue down the path until a scene begins. Two guards enter the area immediately after the scene ends. They immediately spot the destroyed drone and radio back to base. Alert status will be effective in this location for a while, so it is best to just exit the area. Flee from detection by heading southwest to other familiar territories.

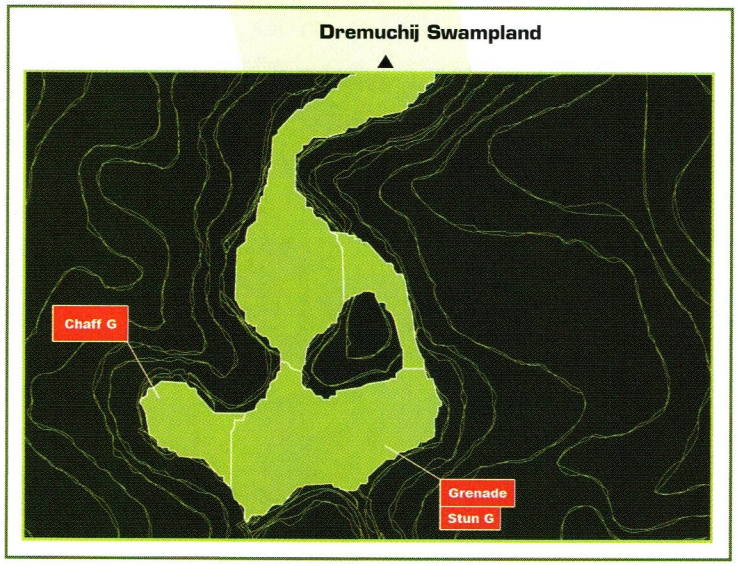
DREMUCHIJ SOUTH

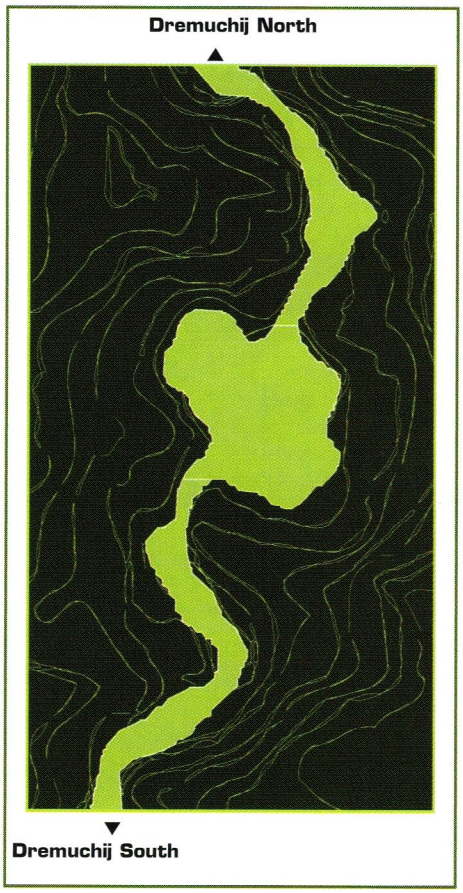
ITEMS FOUND


Grenades


Stun Grenades

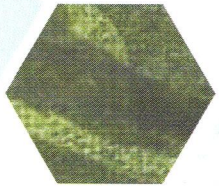

Chaff Grenades





Stocking Up on Explosives

Head straight through the item-less Swampland area to Snake's drop point during the previous mission. The south section of the area contains several packs of **various grenade types**, as well as rare foods such as a **Markhor** goat and a **European Rabbit** hopping around near the cliff's edge. The goat may butt Snake with its horns if he gets too close, so attack it from the rear with the Survival Knife to obtain its rare restorative meat.

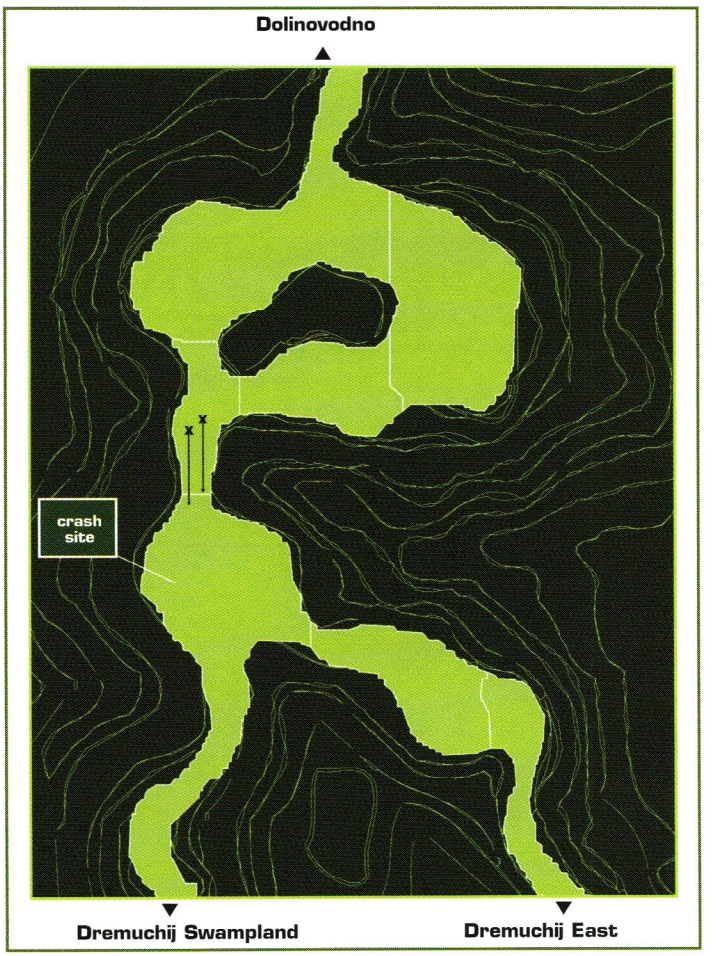




DREMUCHIJ NORTH

ITEMS FOUND

None



Combat without Bullets



The two guards that entered this area to investigate the drone crash site are now on patrol. When entering from the south for the first time, only one guard remains in the area. The other guard is absent, perhaps reporting to base for help. The lone guard patrols the northwest sector; you can avoid him entirely by moving east to the slope and then north to the exit. The next time you enter the area, the second guard reappears and patrols in a wide circle near the drone wreckage.



Without a firearm or dart gun to help, CQC tactics and camouflage become more important than ever. Hide behind trees or in plain sight with the Camo Index at the highest possible percentage. Creep up on the guards' locations and find a good place to hide until they pass. Then dash up behind them, press the CQC button extremely hard, and quickly pull down on the Left Analog Stick.



In the CQC maneuver described above, Snake slams the victim to the ground hard enough to render him instantly unconscious. Unconscious guards can be shaken to release several items. Tie up loose ends by slashing at unconscious guards with the Survival Knife in First Person View, aiming at their head and throat.



DOLINOVODNO

ITEMS FOUND



Raindrop Camouflage (UNIFORM/RAINDROP)



Smoke Grenades (SMOKE G)

Night Crossing



Guards still patrol this area, but without a gun you cannot shoot down a hive to drive them off. A guard usually stands at the south end of the rope bridge for a moment after Snake enters from the south. He then turns and walks slowly across to the north side. The quickest way to take him down is to follow him very carefully onto the bridge, pressing the Directional Pad button to stalk quietly. Grab him and slit his throat, then drag his body out of sight. Shake his body for an item.



Cross the tilting bridge carefully to avoid falling off the side. Falling off the west side of the bridge and hanging can be detrimental, especially if the guard that patrols the sloping path to the northwest spots you. Sneak up behind the path guard and overtake him with CQC tactics.

Clothes for a Rainy Day

Follow the sloping path down to the alcove hidden in the cliff face beneath the north end of the bridge. Collect the **Raindrop Camouflage** and **Smoke Grenades** stored here, then continue north to Rassvet. The Raindrop Camouflage is most effective in rainy areas or while swimming in discolored water.

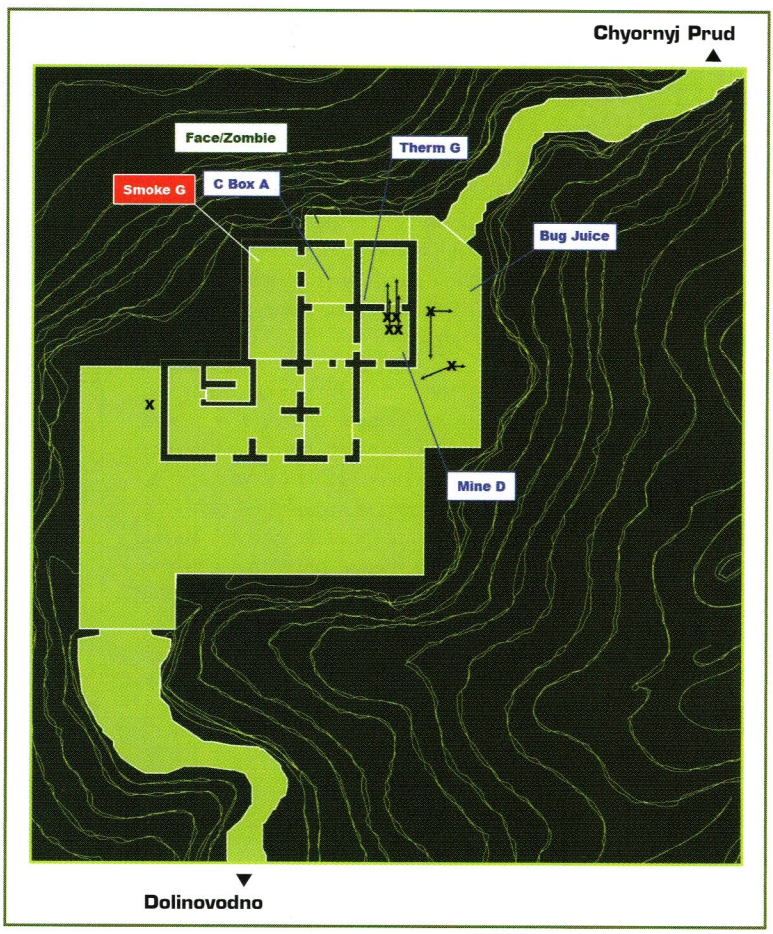


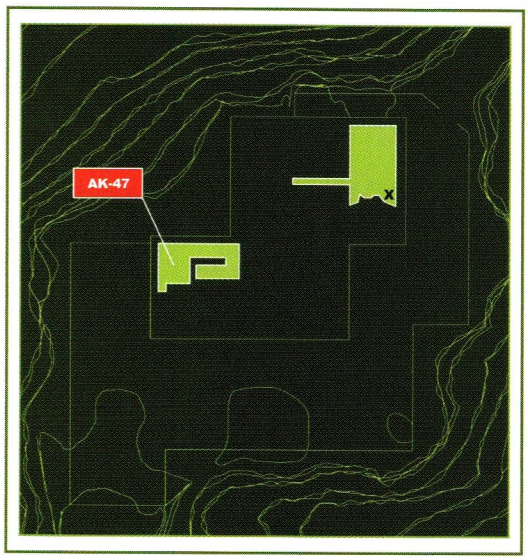
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RASSVET

ITEMS FOUND

- AK-47
- Smoke Grenades
- Thermal Goggles
- Cardboard Box A (C BOX A)
- Bug Juice
- Zombie Face Paint (FACE/ZOMBIE)
- Mine Detector (MINE D)





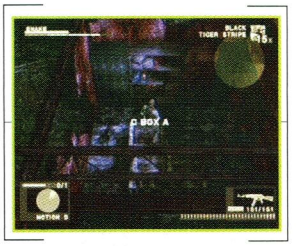
THINK INSIDE THE BOX

The box can be used to disguise Snake in plain sight, but this works only in normal situations and not during alerts. The box can also be used for instant transport between areas by employing methods described later in this brief.

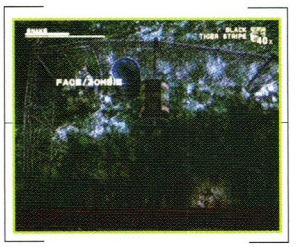
Home of the Ambushes

The area is strangely devoid of guards. Move into the warehouse ruins, and ascend the stairs to the raised platform to find the **AK-47**. There is a stack of crates in the area beside Sokolov's former holding room. Press the Action button △ to climb atop the crates and collect the **Cardboard Box A**.





In the yard east of Sokolov's room is some **Bug Juice**. Behind the ruins is the **Zombie Face Paint**. This ghoulish design for Snake's mug will not be very useful until later stages in the game.





Collect the Mine Detector and then enter Sokolov's former holding room. Open the locker in the lower left corner to find another set of **Thermal Goggles**. A cutscene begins upon exiting the room. Snake meets EVA, an accomplice of ADAM. She gives Snake a bevy of gifts, including another **Mk22**, the **M1911A1**, and the **Scientist Camouflage**. During the introductory scenes, you can press R1 when the button icon appears onscreen...

Ocelot Team Assault

After resting for the night, Snake awakens to a perilous situation. Eight members of the GRU Ocelot unit surround the warehouse and attack. You must kill all eight to escape. Be sure to remove the suppressor from handguns at the start of this all-out engagement.





Making a stand inside the room is noble, but extremely dangerous. Follow EVA through the floor hatch by pressing the Action button △ to open it. Crawl southeast under the floorboards and emerge from the hole so that Snake is still inside the ruins.



The Ocelot team splits in half. Four men are stationed at positions all over Rassvet, while the other four breach the room where they think Snake and EVA are hiding. Stay out of view and watch as the four-man team runs into the building and breaks through the door. Run to a position just outside the doorway and lightly toss a grenade into the room to eliminate all four of them at once!



Two men are positioned in the east yard. Climb onto the crates stacked against the window in the room below Sokolov's former holding cell. Shoot the barrels just outside the window to create an explosion that should kill the two unseen men.

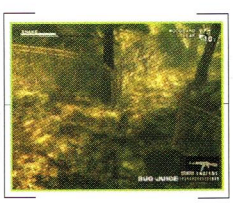


Another man is sniping from the roof. He tends to crouch too close to the south edge of the partially collapsed structure. Position Snake no more than a foot south of the roof's broken edge, and look upward to try to spot the man. Equip the AK-47 and use First Person Aiming R1 as well as barrel sighting L1 to ambush the rooftop soldier.





The final soldier is positioned outside the westernmost wall of the ruins. Approach the wall, lie flat on the ground, and look at the wall in First Person View to locate a hole you can crawl through. Move toward the hole and get as close as possible without going through. If even a finger on Snake's hand goes through the hole, the watchful soldier spots him. When you're well positioned, look through the hole and aim high at the guard's kneecap with the suppressed M1911A1. Shooting him in the leg causes him to double over in pain, exposing his head. Quickly shoot him in the head to finish him off.



When no more Ocelot soldiers remain, head toward the northeast corner of the area. After a scene, head northeast and exit through the newly opened gate.

2 | MISSION OBJECTIVE TWO:
BEYOND THE FOREST BASE



Though ADAM was unable to show, Snake seems to have found a new ally in the seductive EVA. With ruthless skill she clears the path for Snake to proceed north toward the area known as the "crevice." But to get there, Snake must cross wide-open spaces full of nature's worst predators as well as dangerous soldiers. Numerous traps and pitfalls start to appear in the jungle. And just before the end, Snake must pass unseen through a heavily fortified enemy base. Snake's journey toward Sokolov and Shagohod is becoming more complicated by the minute.

FOOD LIST: BEYOND THE FOREST BASE

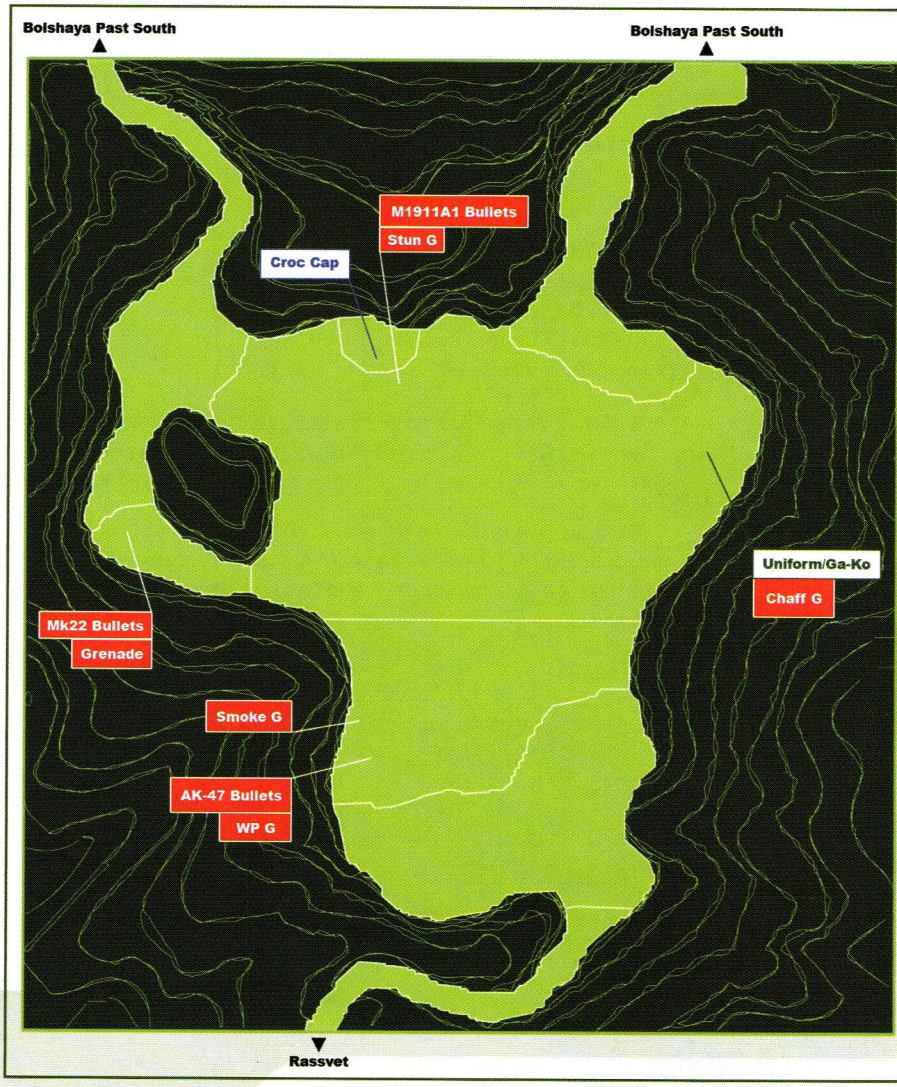
- **Arowana** (FISH C)
- **Golova** (FRUIT C)
- **Indian** Gavial (GAVIAL)
- **Siberian** Ink Cap (MUSHROOM C)
- **Hornets'** Nest (NEST)
- **European** Rabbit (RABBIT)
- **King** Cobra (SNAKE A)
- **Coral** Snake (SNAKE D)
- **Milk** Snake (SNAKE E)

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WOODLAND HUNT
ALPINE ASCENT
GRIZZYKJ GRAD
SHAGHOD
THE BOSS

CHYORNYJ PRUD

ITEMS FOUND

- White Phosphorous Grenades (WP G)
- AMMO — AK-47 Bullet x120
- Smoke Grenades (SMOKE G)
- AMMO — Mk22 Bullets x24
- Grenades
- Crocodile Cap (CROC CAP)
- Stun Grenades (STUN G)
- AMMO — M1911A1 Bullets x21
- GA-KO Camouflage (UNIFORM/GA-KO)
- Chaff Grenades (CHAFF G)



A Dip in the Water

New types of snakes crawl on the south bank of the lake area, so take a few moments to hunt before proceeding into the waters. **Milk Snakes** and **Coral Snakes** are almost identical, except that Coral Snakes are more likely to bite.

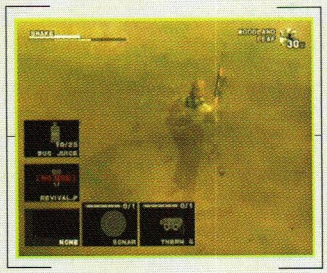


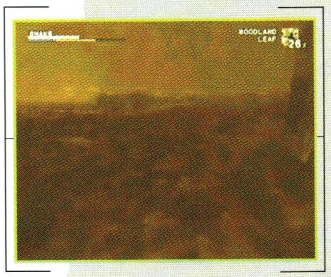


Navigate west along the shoreline and then wade a few feet into the water to obtain **grenades** and **ammo**. In order to reach the next area, Snake must swim across to the north shore, or he can swim to the west shore and head north from there. Both methods of ingress are covered further as you read ahead.

Water Navigation Methods

To cross the pond, simply wade into the water to the deep part, where Snake automatically begins treading water. Use the Left Analog Stick to move Snake in any direction across the water's surface. While treading water, Snake moves faster when he is not holding weapons or items.





Snake can cross the entire lake treading water, but swimming under the surface is much faster. Press ✕ or ○ to dive underwater. The view shifts automatically to First Person. Press ✕ or ○ to swim forward. Tap either button repeatedly to swim at a rapid pace. While swimming underwater, Snake's oxygen meter, or O2 Gauge, drops continuously. The amount of time that Snake can hold his breath underwater is dependent on the amount of Stamina remaining. Be sure to eat plenty of food and keep Stamina high in order to accomplish longer swims. As oxygen gets close to running out, press the △ button rapidly to surface. If Snake runs out of oxygen while underwater, he begins to choke and his Health Gauge begins to decrease gradually.

In shallow areas, Snake wades at an incredibly slow pace. To speed things along, press ✕ to crouch and then move the Left Analog Stick to lie down in the water. Snake enters swim mode. While swimming at such a shallow depth, be careful not to look upward or you may accidentally surface. With this method, you should be able to swim right up to the shoreline before surfacing.



LEECHES!

If Snake's Stamina Gauge appears to be depleting too rapidly, open the Cure menu and check for the possibility of leech parasites. Leeches are easily removed by burning them off with the Cigar in the Cure menu, but by then the damage is already done. Use Bug Juice frequently to prevent leech parasitism as much as possible while swimming in the water.



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Killer Crocs

The water is full of tasty Arowana fish, but Indian Gavial crocodiles are also present. Equip the Thermal Goggles occasionally to double check their locations and make sure they do not come too close. A crocodile in close range can bite Snake with its powerful jaws and thresh him to death in a heartbeat. Crocodiles in the shallows can be survived, but those floating in the water deal instant death.

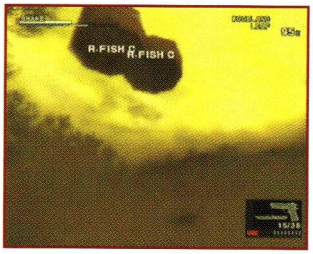


Either swim in a wide radius around the crocs, or use underwater-compatible weapons, such as the AK-47 or the M1911A1, to kill them. Dead crocodiles and fish float to the surface, transform into rations, and then drop with weight to the bottom. Equip the Thermal Goggles to spot items in the dark and dirty water.



STOCKPILE RATIONS!

The areas ahead are almost completely devoid of wildlife and useful plants due to the enemies' electrical traps. Before proceeding too far ahead, make sure Snake has a plentiful supply of Indian Gavial and Arowana meat, as well as the mushrooms and fruits available in this area. Progress through the next few areas is slow, and Snake's hunger could become too great if it's neglected!



BOOBY TRAP

Watch out for the hidden pitfall trap in this area. Equip the Thermal Goggles and look north. The glowing red patch of leaves on the ground is the pit. Stepping on it means instant death.



The Western Shore

As mentioned above, there are two exits from this area. But first, swim to the northeast corner of the area to obtain **Chaff Grenades** and the **GA-KO Camouflage**. This bizarrely patterned uniform sometimes makes strange noises that might be heard by enemies. Use caution in wearing it.







Swim to the west side of the area, where two passages connect to the west bank. Only the south passage allows you to emerge on dry land. Swim under the logs blocking the south passage and collect the **Mk22 Bullets** and **Grenades** on the shore.

Climb the tree near the water's edge. Face south on the branch so that Snake hangs from the best side of the rope. Press Action △ to drop into a hanging position, and shimmy outward along the rope tied to the branch. Continue outward until Snake is positioned directly over another rope below, then press ✕ to release the rope. Start tapping △ immediately to Drop-Catch onto the lower rope.

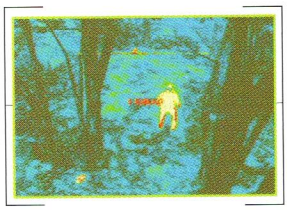






Shimmy along the rope to a small island where the **Crocodile Cap** is located. This cap allows Snake to disguise himself as an Indian Gavial and hide from aerial attacks. Drop off the same ledge into the water to collect **Stun Grenades** and **M1911A1 Bullets x21**. Return via the south passage to the west bank and head north if you wish to exit that way.

Danger Due North



On the north bank, a tripwire is strung between the two trees on either side of the exit. Equipping the Thermal Goggles in this area triggers a call from EVA. If instead you set off the trap accidentally, she calls to make fun of your incompetence. Shoot the tripwire from a safe distance, and you can bypass the spiked log easily.

BOLSHAYA PAST SOUTH

ITEMS FOUND


Claymore (x10 qty.)

C = Claymore

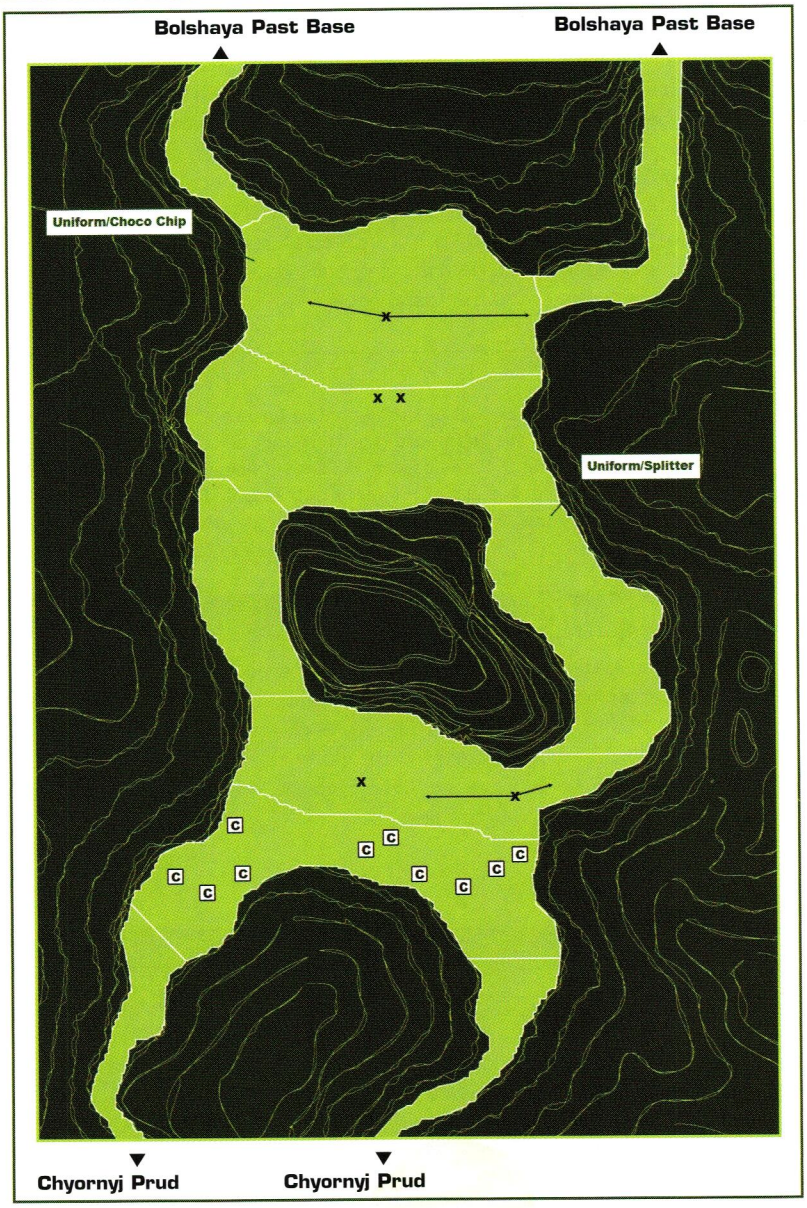

Splitter Camouflage (UNIFORM/SPLITTER)


Choco Chip Camouflage (UNIFORM/CHOCO CHIP)



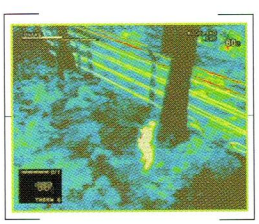
SO HUNGRY...

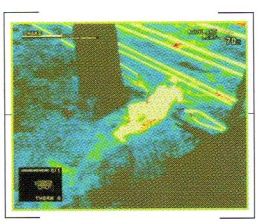
There are no food sources whatsoever in this area, so if you run out of supplies and Snake's tummy starts grumbling, you must retreat to the previous area and do some underwater fishing.



Electric Barriers

Electrified fences block the passages into the area. Equip the Thermal Goggles to see the electric barrier more clearly. If Snake runs into the fence, the shock damage is somewhat minimal. The true damage is all the noise Snake makes while getting shocked, which usually draws the attention of guards from all over this area. The power supply for the fence is the vertical solid strip at one end or the other. Destroying the power supply with the M1911A1 makes the fence safe, but makes it difficult to clearly see a path under the obstacle. With the Thermal Goggles equipped, examine the fence to find either a broken section of the fence or a dog ditch you can crawl through, depending on which entrance brought you to this area.





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9 SHAGOHOD
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Claymore Array



Continue wearing the Thermal Goggles and crawl across the next sector. **Ten Claymores** set up around the area might go off if you attempt to run through. The Claymores are calibrated to detect a standing target in motion. However, you can pass through in the crawling position without setting off any of them. Crawl over the Claymores to deactivate and collect them for your own use.

Sniping From Above

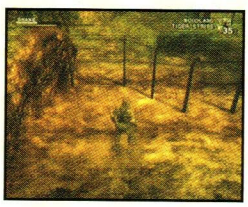
Climb the tree near the western end of the fence and look down. Shoot the stationary patrol dog with the M1911A1 and don't bother using a suppressor. Even if your shot is silenced, the dog yelps so loudly that a nearby guard becomes curious either way. Soon, he enters the area to investigate. He moves slowly, so wait patiently in the tree for him to come within aiming range, and kill him by the fence to completely clear the swamp area to the east. This is highly advantageous because there is an item to obtain near the quicksand pools.





FENCE WITH A CENTER HOLE

A huge hole has been cut out of the electrified fence on the west side of the area. We don't advise proceeding this way due to the two guards posted just a few yards to the north, as well as several tripwires installed in the area beyond. However, if you insist on getting through the raised opening, shoot out the power box at the end of the fence to the right. Then back up and get a running start. Perform a forward roll with just the right timing to dive through the hole in the fence.



New Camouflage

Instead of proceeding northwest, go east to an area full of quicksand. Cross the center strip of land between the two quicksand pools and climb onto the embankment. Press Snake's back against the rock wall and sidestep all the way up to the north end of the thin ledge, where the **Splitter Camouflage** is located. Drop from the ledge to take on the guards in the north portion of the area.





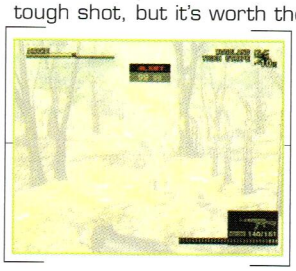
Getting to the Base



Two guards stand stationary watch on either side of a gap in the electrified fence. Another guard patrols the area beyond the fence, making it difficult to take out both guards at once with an incendiary device. Before proceeding, note that there are several trip wires in this area that rattle cans filled with beans to alert the guards. Use thermal imaging to detect all the tripwires in the area before moving in.



First shoot or tranquilize the lone guard patrolling near the north rock wall. Move to the eastern end of the electric fence and get as close as possible without touching it. Lie flat on the ground to steady your aim and reduce the chance of touching the fence when you extend your arm to aim. Wait until the guard stops at the east point in his patrol route, and hit him in the head with your first shot. It is a tough shot, but it's worth the trouble.





Move to the bottom of the trees to the left of your location, and toss a Stun Grenade between the two guards by the gate. When they are knocked out, slay them. The **Choco Chip Camouflage** is in the hollow tree trunk near the northwest exit. Both exits to the north lead to separate entry points to the Bolshaya Past Base. However, entering via the eastern path is the best strategy for dealing with the next area.

BOLSHAYA PAST BASE

ITEMS FOUND

- M1911A1 Suppressor (Sp/M1911A1)
- Mk22 Bullets x24 (x2 qty.)
- Mousetrap (x2 qty.)
- Snow Face Paint (FACE/SNOW)
- Water Camouflage (UNIFORM/WATER)
- Russian Ration
- Calorie Mate
- Bandages
- Digestive Medicine (D MED)
- Life Medicine (LF MED)
- Antidote
- M1911A1 Bullets x21
- White Phosphorus Grenades (WP G)
- TNT
- AK-47 Bullets x120
- Grenades
- Stun Grenades (STUN G)



INFILTRATING THE BASE

Entering this area via the eastern path is strategically advantageous. With high visibility and many soldiers, this base is a hotspot where Snake can get trampled repeatedly. This brief provides a tested method for clearing all the soldiers quietly while collecting a truckload of valuable items and equipment. While our method is by no means the only strategy that can be used here, it will aid players in forming their own approach.

Solid Strike

Stand just inside the eastern entrance into the base zone, and watch the guard on patrol by the fence straight ahead. Wait for the guard to pass in front of the mounted .20-caliber machine gun. Then charge the guard and use CQC maneuvers to throw him down hard enough to knock him unconscious. Hide his body behind the trees a few feet to the south, and prepare for the next guard, who patrols around the nearby helicopter.

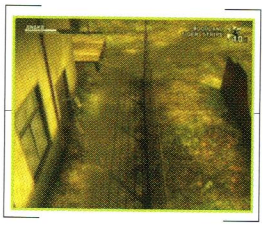




Watch the helicopter guard walk around the south side of the craft. Then charge beyond the fence, run up behind the soldier, and use the hard-toss CQC maneuver to knock him out. Drag him to the ferns directly south of the helicopter to hide his body.

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Enter the Barracks



Now head west into the main building.

OPENING DOORS

Snake opens doors by collision. If he runs through the door full speed, he barges in, loudly slamming the door open. However, if he stops briefly in front of a door and then moves gently into it, Snake opens the door with precision and stealth. It doesn't matter in this particular case, as no one is inside the barracks. But keep this in mind when you open subsequent doors.

Collect the **M1911A1 Suppressor** by the barracks window. Crawl under the back two bunks to locate a **Mousetrap** and **Mk22 Bullets x24**. A stationary soldier guards the rear door of the room behind the barracks, so do not go through the west door. Instead, exit via the same door you came in.



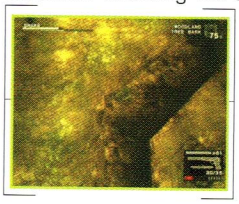
Trench Trudge

Outside the barracks, head south around the orange wall and drop into the shallow trench. Crawl west on your belly with the Tree Bark Camouflage equipped. When you reach the end, climb out, roll diagonally northwest toward the next trench and drop inside. Follow the second trench north to the **Snow Face Paint**.



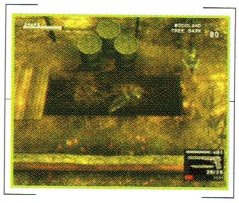


Continue crawling northward in the same trench until you're just past the first diagonal curve in the route. Rise to a knee, look northwest and carefully shoot the guard patrolling rather slowly outside the fence.





Crawl along the bottom of the trench as the ditch leads north and then east, collecting **Mk22 Bullets x24** from under the platform. Move a little further east in the north trench and stop just past the barrels. Look up and to the left to spot the guard positioned at the .20-caliber machine gun. Stay flat in the trench and shoot him in the back of the head.





GUN 'EM ALL DOWN!

If there is a radio alert, reinforcements come from the north and south exits. If you can grab one of the machineguns facing those positions, mowing down the troops as they enter is quite a bit of fun. Also, a machinegun mounted northwest of the helicopter turns far enough to aim at both the north and south exits, allowing you to combat troops coming from both ends. Take control of a mounted machinegun by positioning Snake directly behind it and pressing the Action button △. Hold ○ to fire.



The Food Storage Shed

South below the end of the northern trench is a small wooden shed. **Stun Grenades** are located underneath the shed, and this crawlspace is also an excellent hiding spot. Inside the shed are **Russian Rations**, a **Calorie Mate** and a **Mousetrap**. Use the trap to catch the Rat in the shed if you wish.





Getting onto the Main Building's Roof

One more guard has a stationary post at the southwest corner of the main building. Because he blocks access to the roof access ladder, down he must go. Take him out with CQC and then climb the ladder. The **Water Camouflage** is at the northwest corner of the roof.





Taking the Ammo Store

The last remaining guard stands outside the munitions depot in the northeast corner of the area. Head northwest to the small building with an antenna. Inside the communications building are **Bandages**, **Digestive Medicine**, **Life Medicine**, and an **Antidote**.





Go around the north side of the radio building, and crawl along the ground east toward the last building. Crawl up to the east edge of the tall, green grass and shoot the guard standing in front of the door. The munitions depot contains a goldmine of **ammunition** and **various grenades**, as well as **TNT**.



BY-NA-MITE!

Veterans of previous Metal Gear games can think of TNT as the "C4" of the past. Press ● to set a block of TNT, move a safe distance away, and press ● to detonate the explosive. When Snake's back is pressed against a wall, press ● to affix a TNT block to the spot where Snake's hand rests. Up to five TNT charges can be set simultaneously and then detonated one by one.

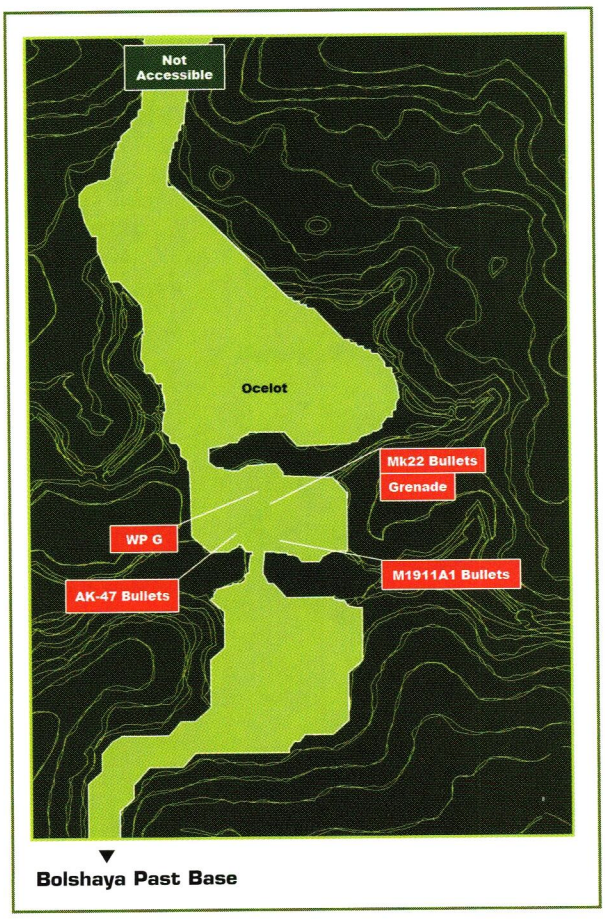


Total the Base!

Set TNT inside the munitions building, exit, and detonate the explosives to destroy the building. Also, demolish the communications building and food storage shed to weaken the strength of enemy soldiers. Additionally, TNT charges can be used to obliterate the helicopter and the mounted machineguns. When finished playing the Unabomber, continue north toward the crevice.



BOLSHAYA PAST CREVICE



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OCELOT

BATTLE-SPECIFIC SUPPLIES

AMMO AK-47 Bullets x120

AMMO Mk22 Bullets x24

White Phosphorus Grenades (WP G)

AMMO M1911A1 Bullets x21

Move left and crouch behind the boulder. Remaining behind cover, quickly shoot the wildlife in the area, including poisonous snakes and rabbits, to prevent them from interfering in this duel. Additional snakes may emerge from the forest later, so check the ground around Snake whenever you hide behind the boulders on either side of the screen, and do a little exterminating if necessary.



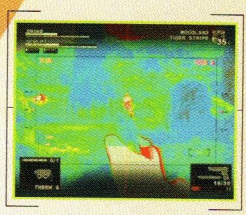
You can climb a tree at the east end of the forward ledge to obtain White Phosphorus Grenades. Pick up the handgun ammunition only when you run out of your own. At certain times during the battle, men from Ocelot unit appear in the woods to the south. They cannot be shot, so don't waste the ammo.



Watch the north bank and shoot Ocelot when he moves between stones. As the battle progresses, Ocelot gets better at ricocheting bullets off the rocks behind Snake in order to hit him while he is under cover. Run from cover to cover, stopping at the cliff's ledge momentarily to shoot Ocelot as he passes on the other side of the crevice. Staying behind cover for too long serves no purpose, because Ocelot's bullets can find you anywhere.



Three Hornets' Nests hang in the trees above Ocelot. Shoot down a nest, and the hornets drive Ocelot out of hiding. While he stands out in the open waving off the swarm, toss a Grenade his way or fire the AK-4-7 at him. If Smoke Grenades detonate near his hiding spot, Ocelot steps into the open and starts coughing uncontrollably. Shoot him repeatedly while he's frozen in his tracks.



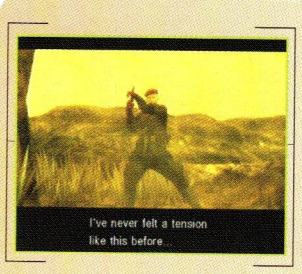
Sometimes Ocelot steps out and begins to reload. While this would seem to be nothing more than a cinematic, it is actually your best opportunity to strike. Press START to return to playing, aim at Ocelot, and shoot him repeatedly while he reloads.

Above all, Ocelot wants a "fair" fight. If you use Grenades or the AK-47, he considers it "cheating." The Ocelot unit soldiers in the woods to the south shoot Snake from behind if you "cheat." This is supposed to be a duel, pistol against pistol. Whether or not you abide by the unwritten rules is up to you.



NON-LETHAL ALTERNATIVE

Consider defeating Ocelot by draining his Stamina gauge instead of his Life gauge. Follow the strategy outlined on this page, but use the Mk22 exclusively. After the post-battle cinematic, Snake will find the Animals Camouflage in the cave next to him as a reward for his efforts.



3 | MISSION OBJECTIVE THREE:
ESCAPE THE CAVE



Snake's standoff with Ocelot is cut short by interference from The Pain. Forced to jump into the crevice, Snake lands miraculously unharmed in the dank and dark underground cave EVA mentioned. As she described, Snake must navigate through the cave and continue north to complete his mission.

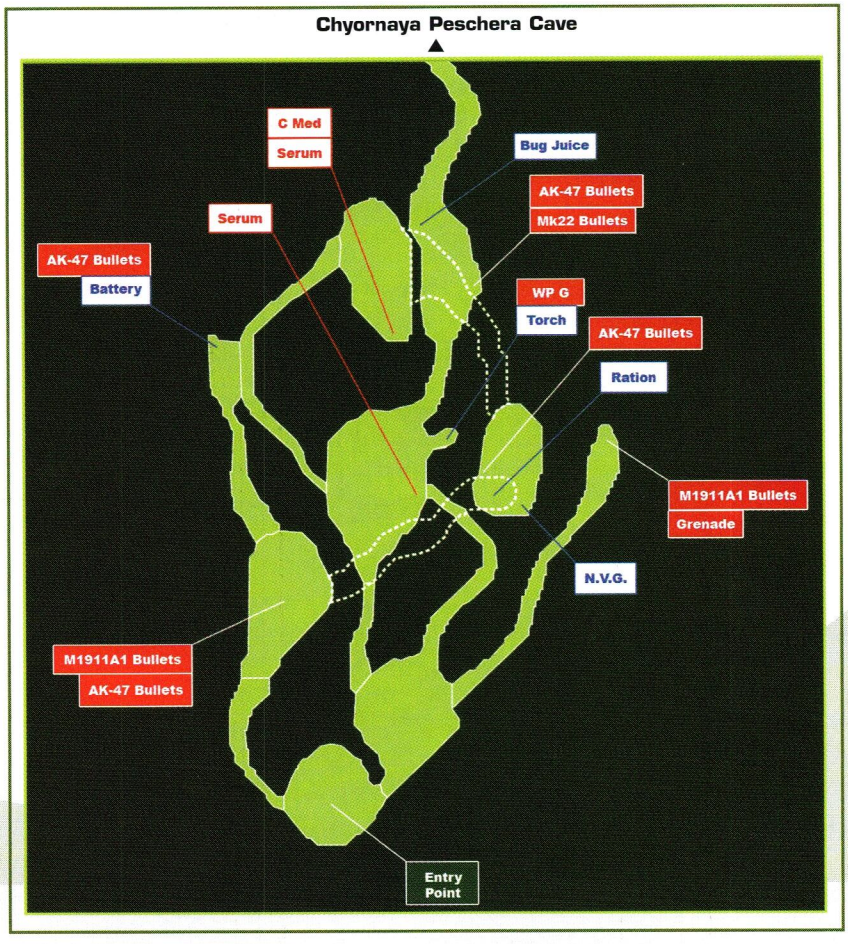
FOOD LIST: ESCAPE THE CAVE STAGE

- **Vampire** Bat (BAT)
- **Kenyan** Mangrove Crab (CRAB)
- **Maroon** Shark (FISH B)
- **Arowana** (FISH C)
- **Otton** Frog (FROG A)
- **Tree** Frog (FROG B)
- **Russian** Glowcap (MUSHROOM E)
- **Rat** (RAT)
- **Russian** Ration (RATION)
- **Taiwanese** Cobra (SNAKE B)
- **Thai** Cobra (SNAKE C)
- **Reticulated** Python (SNAKE H)
- **Giant** Anaconda (SNAKE G)

CHYORNAYA PESCHERA CAVE BRANCH

ITEMS FOUND

- White Phosphorous Grenades (WP G)
- Torch
- Serum (2 qty.)
- Cold Medicine (C MED)
- AMMO — AK-47 Bullets x120 (4 qty.)
- Night Vision Goggles (N.V.G.)
- AMMO — M1911A1 Bullets x21 (2 qty.)
- Russian Ration (RATION)
- BATT — Battery
- Grenades
- AMMO — Mk22 Bullet x24
- Bug Juice



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Unable to See

The Thermal Goggles can be equipped to highlight items, animals and mushrooms in the environment. However, the stone walls and corridors remain black and invisible even in this mode. The Binoculars lighten the area being viewed. Use the Binoculars to look around, find an exit, and continue. The Map can be used to determine possible passage locations and inch your way forward. However, this requires that you open the Survival Viewer frequently and it takes time.



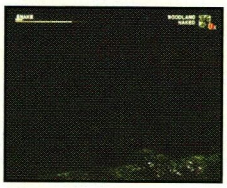






IT'S DARK IN HERE!

Nearly absolute darkness envelops Snake, making navigation in the caves tricky and confusing. You can deal with the dark in a number of ways. Snake's eyes gradually adjust to the light, making the cave seem brighter and brighter as time passes. This means that if you walk off and leave your console on and the game running, the screen should be brighter when you return. However, Snake's eye adjustment time is incredibly long.



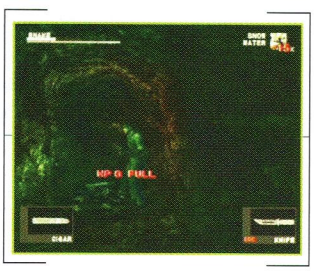
The Cigar casts only a tiny amount of light when Snake smokes it, but in such a dark cave the ember illuminates surprisingly well. Equip it only for short periods to prevent significant health drainage. Smoke Bombs fill caverns and passages with white clouds that reveal the shape and length of corridors and caves. And if all else fails, you might simply adjust the brightness setting of your monitor until the environment is visible. Just be sure to reset your television when you return to daylight.

The Search for Light

Take a moment to peruse your food supplies, since older items may have expired by this point. To determine if food is rotten, view the food icons as displayed in the Weapons menu of the Backpack. Discard any rotten items marked with fly icons. **Kenyan Mangrove Crabs** skitter across the cave floor. These tasty morsels provide good Stamina recovery, and there are plenty of fish and other food sources in the cave to replace your expired goods.

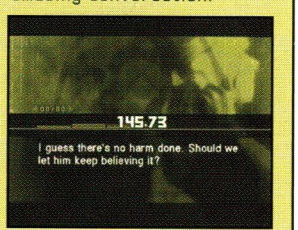
A great light source is just a dozen yards away. Head east from the starting point into a larger cave with three exits. Follow the northwestern passage to a room where water cascades off a higher ledge. In an alcove between the two waterfalls is the skeleton of a lost spelunker, along with **White Phosphorus Grenades** and the **Torch**. Remove the Torch from your backpack immediately and equip it. Now you have a good light source to use until Snake's eyes better adjust to the darkness.





GLOWING FUNGUS

A phosphorescent **Russian Glowcap** mushroom dimly lights the alcove where the Torch is acquired. This mushroom recharges Battery power when eaten, so be sure to stock these for upcoming events. Eat one and then speak to Para-Medic to view an extremely amusing conversation.



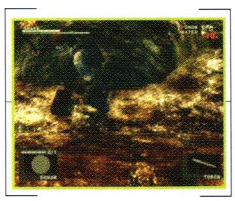
Cave-to-Cave Search



Directly across from the waterfall is a narrow cleft in the wall. Follow this thin passage northwest, and do not fall off the ledge into the area below. Continue north, go prone, and crawl through a floor-level crawlspace.

The cave Snake emerges into is filled with **Vampire Bats**. Collect the medicinal items at the south end of the cave. Carrying the Torch or shooting a weapon in this chamber sends the bats into a flying frenzy. Equip the Active Sonar and press the Left Analog Stick (L3) to emit a signal. Sonar emissions send the bats back to their perches on the ceiling.

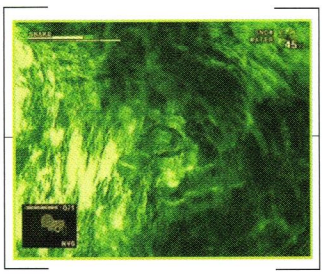


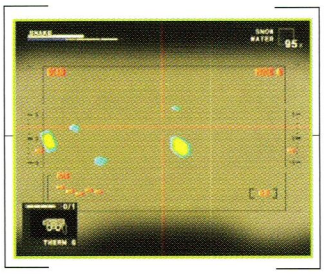


Drop to the ground and crawl through the next passage heading southeast. Emerging, head south and avoid falling into the wide central pit for the moment. Collect the **Night Vision Goggles** located on the south edge of the chasm. The Night Vision Goggles are the best possible way to see in the dark cave at all times, but they consume battery power quickly.

Sunken Treasures

Jump into the central, water-filled pit to find a surprisingly distasteful **Russian Ration**. Swim through the submerged chute to a water-filled tunnel. After catching a breath on the surface, use the Thermal Goggles to easily spot the **M19 Bullets** and **AK-47 Bullets** on the tunnel floor. Be sure to hunt and collect seafood swimming in the water.



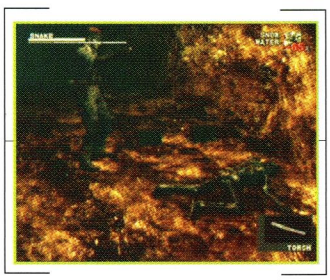




Swim north in the tunnel to a ledge. Press the Action button to climb onto the rock ledge, and then continue forward to a dead end. Pick up the **AK-47 Bullets** and the additional **Battery** stored here. Electronic devices can now run twice as long, enabling longer use of the Night Vision Goggles.

On to the Next Area





Navigate south to Snake's initial starting point. In the chamber with three paths, follow the short east tunnel. Beside the remains of another unlucky cave explorer are **Grenades** and **M1911A1 ammunition** in addition to more **Russian Glowcaps**.

Return to the main chamber and crawl through the middle passage. Stay alert for a **Taiwanese Cobra** that may attack as you pass through the midpoint of the passage.



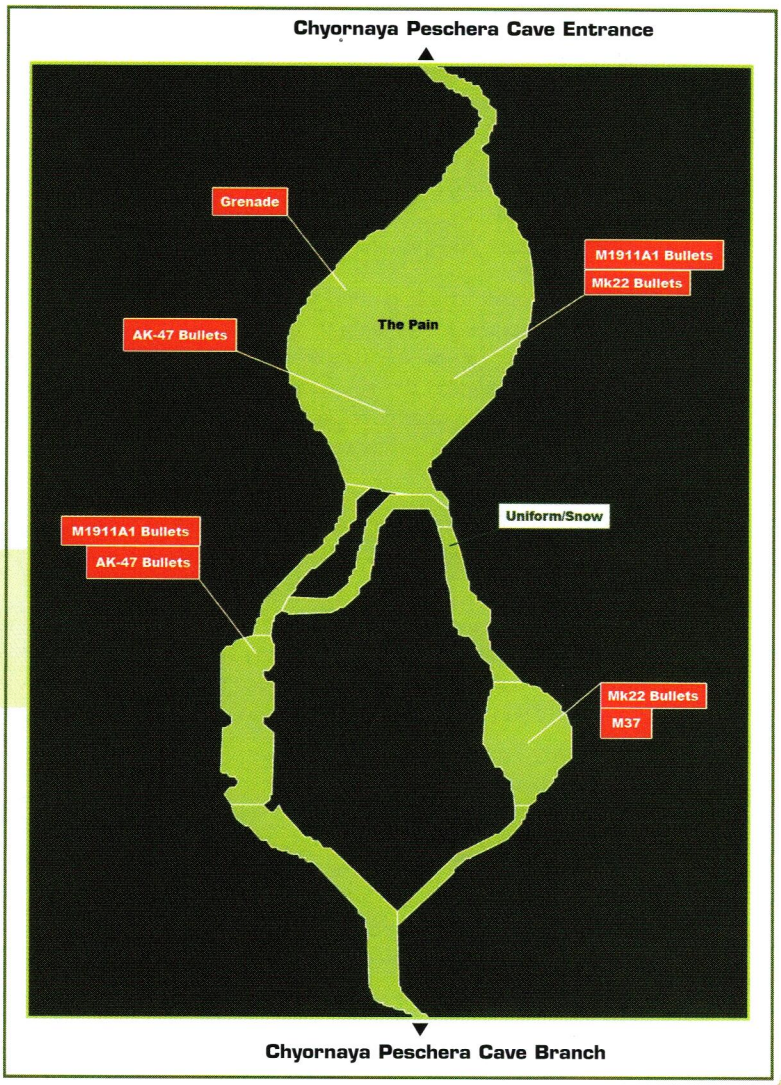
The tunnel emerges atop the waterfall platform. **Serum** lies near the south corner of the falls. *Do not drop off the ledge.* Instead, continue north. Along the way lies another skeleton guarding **ammunition**. Collect the **Bug Juice** on the left as you continue into the next passage.

CHYORNAYA PESCHERA CAVE

ITEMS FOUND

- M37
- AMMO — Mk22 Bullets x24
- Snow Camouflage (UNIFORM/SNOW)
- AMMO
- AMMO

OPERATION SNAKE EATER
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6 WOODLAND RUN
7 ALPINE ASCENT
8 GROZNYJ GRAD
9 SHAGOHOD
10 THE BOSS



As soon as Snake enters, divert down the narrow side passage to the right. This path emerges into a bat-filled cave where an **M37** shotgun lies, in addition to **Mk22 Bullets**. Crawl north under a ledge and follow the crawlspace tunnel. The tunnel heightens briefly to allow Snake to stretch his legs and collect the **Snow Camouflage**.





Continue crawling through the next tunnel, which winds all way back to the west side of the map. Emerging, head south to find **Smoke Grenades** and **ammunition.** Head north from there to the sunshine-lit cave.

THE PAIN



BATTLE-SPECIFIC ITEMS

- Grenades
- AMMO Mk22 Bullets x24
- AMMO AK-47 Bullets x120
- AMMO M1911A1 Bullets x21

NON-LETHAL ALTERNATIVE

It's possible to defeat The Pain by depleting his Stamina gauge. Use the Mk22 exclusively during the fight against him to defeat him in a non-lethal manner. Extra bullets can be found on a rock above the water; Snake can acquire them during both portions of the battle. After the fight, follow the narrow ledge on the side of the cave counter-clockwise from the north, and then leap to the platform in the center to find the **Hornet Stripe Camouflage**.

The Pain controls a swarm of hornets, making direct combat extremely difficult. The Pain's island in the center of the water-filled chamber is inaccessible to Snake, but The Pain can send his hornets over the water's surface to attack with various methods.



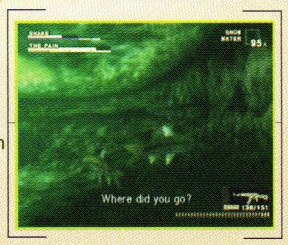


At the start of the battle, quickly shoot The Pain a few times with the M1911A1 or the AK-47. The Pain immediately summons a swarm of hornets to cover his body, rendering him immune to bullets. Perform a dive roll off the islet and swim under the water's surface to avoid The Pain's various attacks.



The Pain announces his impending actions, making it easier to respond. If he screams "Eat This!" or "Tommygun!" he is about to perform attacks that can damage Snake even underwater. Swim laps around the Pain's island to avoid concussions and bullet damage. If The Pain screams out "Grenade!" you can sometimes shoot him if his body is uncovered while he forms a hornet bomb in his hand.

Be sure to have plenty of food on hand, because you'll spend a lot of time underwater. The water is full of Crabs, Maroon Sharks and Arowanas, so do a little fishing if necessary. Just be aware that shooting fish in the water may reveal your position to The Pain. You can return to areas where The Pain's explosives detonated in the water to collect fish killed by the blasts.





Equip the Water Camouflage and the Snow Face Paint for the best invisibility, then dive underwater and remain motionless. When The Pain cannot see you for a while, his hornet armor relaxes and you can ambush him from underwater. Equip the Thermal Goggles and stare at The Pain's platform until he moves to the edge and bends to search the water. If you can see that he is not covered with hornets, shoot him. Make sure you're continually well fed to extend the O2 gauge and hide in the water as long as possible.

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9 SHAGOHOD
10 THE BOSS

Occasionally, The Pain forms a mirror image of himself to draw Snake out of the water. After a short period without comment from The Pain, or if you hear him grunt for no reason, climb out onto one of the small islets to see the identical figures posing on the center island. Equip the Thermal Goggles. The one with the heat signature is The Pain. Unload on him with the AK-47 to inflict major damage. Then dive underwater and resume attacking from below.





When The Pain's health drops to half, he changes tactics and starts using bullet bee attacks. If hit, you must enter the Cure menu and use the knife to dig out the bullet, then patch the wound with Disinfectant, Styptic, the Suture Kit, and Bandages. Otherwise Snake continuously loses health. Avoid the bullet bees by diving underwater and swimming a lap around The Pain's pedestal.



If you completely run out of ammunition, including the supplies located in the cave during the battle, then climb onto the islets surrounding The Pain's platform and try to throw Grenades next to him.

CHYORNAYA PESCHERA CAVE ENTRANCE

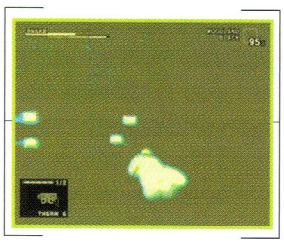
ITEMS FOUND

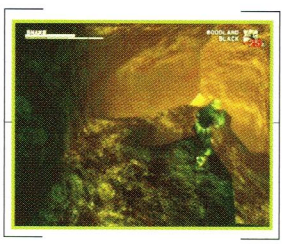
Claymore (2 qty.) [C] = Claymore

AMMO AK-47 Bullets x120

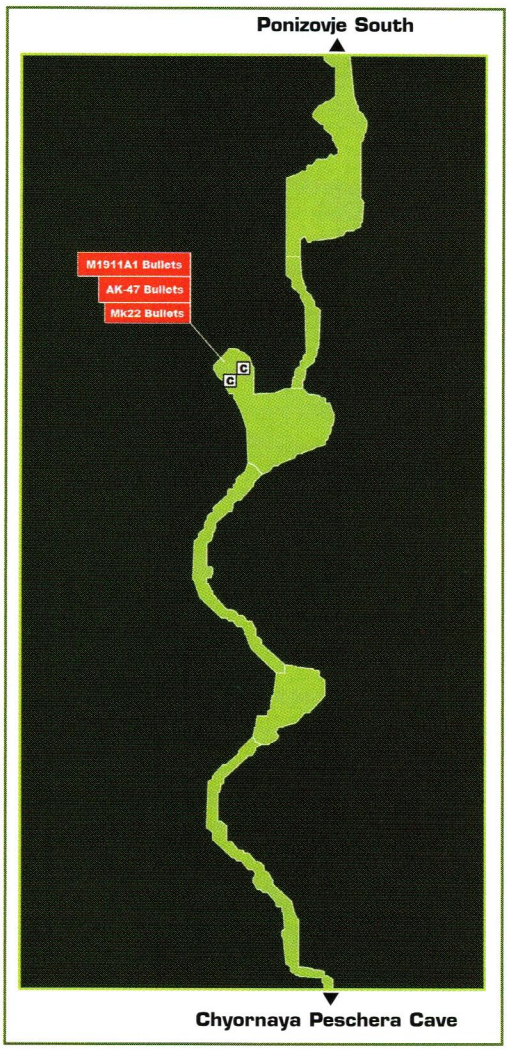
AMMO M1911A1 Bullets x21

AMMO Mk22 Bullets x24





Slide down the slope and continue forward through the narrow crevice to a semi-clearing. Enter the bat cave on the left by crawling on the ground; **2 Claymores** are set in front of the ammunition packs. Continue along the path to the next cave. Work your way carefully down the ledges, collecting **Glowcaps** along the way.



4 | MISSION OBJECTIVE FOUR:

WAREHOUSE IN THE MANGROVE



Darkness is falling on the land once again as another day ends in Operation Snake Eater. Undercover of darkness, Snake must penetrate a highly secured area on the path to the research facility to the north. Guards riding hovercraft and patrolling tricky areas make it hard to pass through undetected.

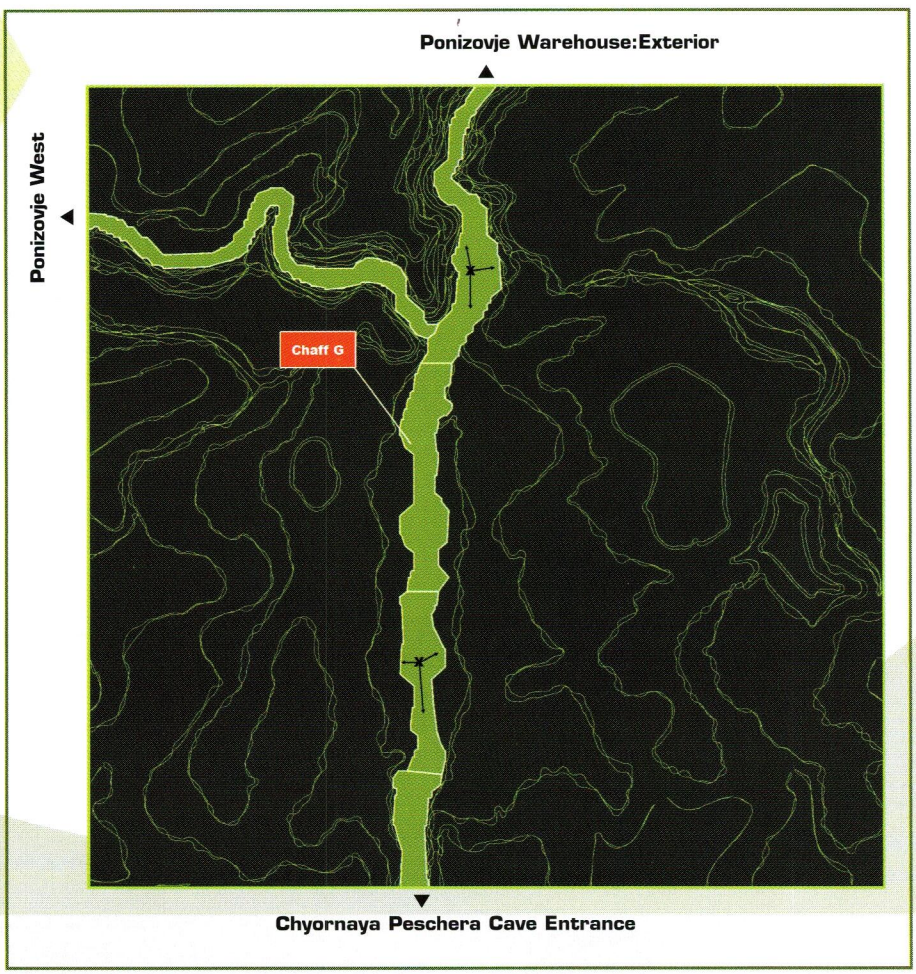
FOOD LIST: WAREHOUSE IN THE MANGROVE STAGE

- **Kenyan** Mangrove Crabs (CRAB)
- **Bigeye** Trevally (FISH A)
- **Maroon** Shark (FISH B)
- **Arowana** (FISH C)
- **Rat** (RAT)
- **Cobalt** Blue Tarantula (SPIDER)

PONIZOVJE SOUTH

ITEMS FOUND

Chaff Grenades (CHAFF G)

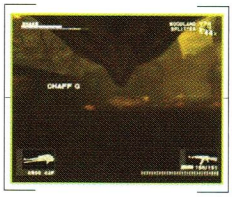


OPERATION SNAKE EATER
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3 ESCAPE THE CAVE
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9 SHAGHOD
10 THE BOSS

The Stretch

Wear the Raindrop or Splitter camouflage and equip the Crocodile Cap to help fool the guards floating on their strange hovercraft in this area. When Snake crouches and lies prone in the shallow water, the guards think he is just a crocodile feeding in the stream. Anytime a guard is directly overhead and Snake is out in the open, lie prone with the Crocodile Cap on and stay underwater until the guard moves on. The length of time before the guard goes away can be quite long, so keep Snake's Stamina high at all times to allow for a longer O2 gauge. Swim upstream with the Crocodile Cap on, and the illusion should allow you to pass through. The jets under the guard's vehicles burn Snake and lead to detection if he cries out in pain. While swimming through the shallow stream, watch out for light halos on the water's surface and swim around them if possible.





Chaff Grenades can be found on the left side of the stream just before you enter a series of raised rock walls. At the split in the path, go left.

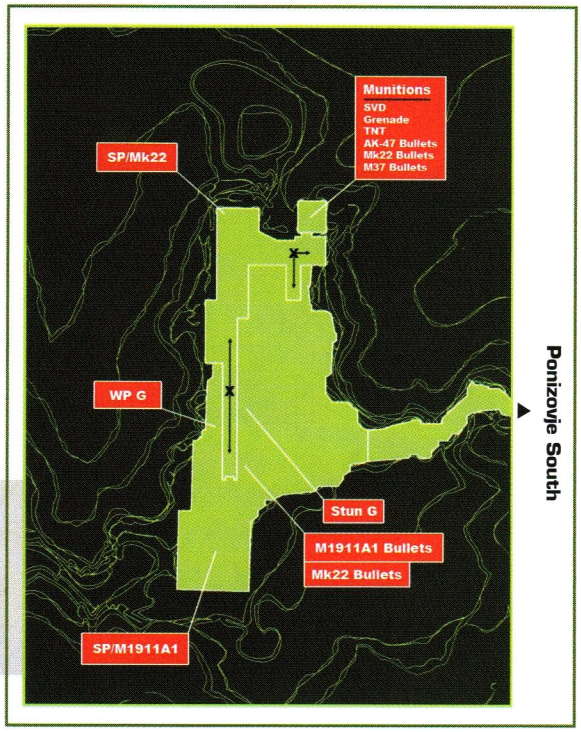
NO CROCODILE CAP?

In case you overlooked the Crocodile Cap, you can avoid detection by stopping under the thick branches overhanging the stream and waiting until guards pass.

PONIZOVJE WEST

ITEMS FOUND

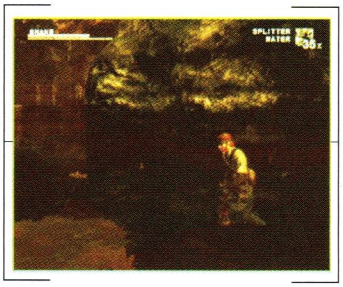
- M1911A1 Suppressor (SP/M1911A1)
- AMMO — Mk22 Bullets x24
- AMMO — M1911A1 Bullets x21
- White Phosphorous Grenades (WP G)
- Stun Grenades (STUN G)
- Mk22 Suppressor (SP/Mk22)
- Dragunov Sniper Rifle (SVD)
- AMMO — Mk22 Bullets x24
- AMMO — M37 Bullets x16
- AMMO — AK-47 Bullets x120
- TNT
- Grenades



The Secret Dock

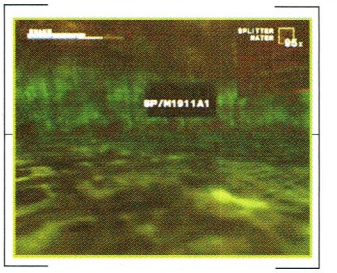
Two guards patrol the wooden dock platforms in this area. Because there is an armory here and plenty of supplies, this out-of-the-way location is completely worth conquering. Plus, this area can be viewed at two times of day. If you visit this area first, the setting is dusk. But if you go to the upcoming docks area first, this area is enshrouded in night.

The risk of detection here is really high. If you're discovered, the guards radio for backup. The reinforcements for this area are hovercraft guards, so you must avoid being seen at all costs.

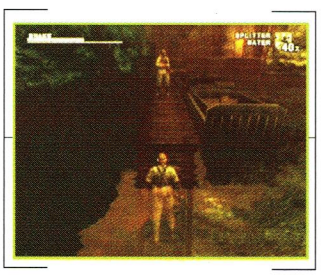


Getting onto the Docks

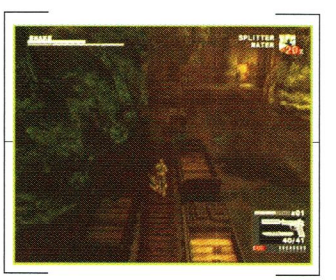




Move slowly across the surface up to the backside of a sunken rowboat, and view the docks area. One guard patrols the long dock to the west, while the other patrols in front of the armory to the north. Watch the guard on the dock furthest out and wait for him to turn and walk north. Submerge and swim southwest to find an **M1911A1 Suppressor** underwater. Then swim north to the bottom edge of the dock and surface.



Empty handed, Snake should be able to remain unseen while treading water at the bottom end of the dock. Wait for the guard to check the south area where Snake is hidden, then press Action [tri] to climb out of the water when he turns. Avoid sneaking directly up on him, because the other guard in the area may see. Crouch and aim at the back of the guard's head, and take him down with a silenced round. Collect the items in the rowboats to either side of the dock.



Close in on the guard patrolling near the armory by lying flat on the dock, and change camouflage to raise the Camo Index. Whenever the guard turns away from the water, crawl north and up the stairs. Crawl onto the concrete area directly west of his route, and shoot him or tranquilize him from this relatively close range. Just watch out for venomous **Cobalt Blue Tarantulas** crawling behind the barrels to the left of the steps.

Blow the Armory

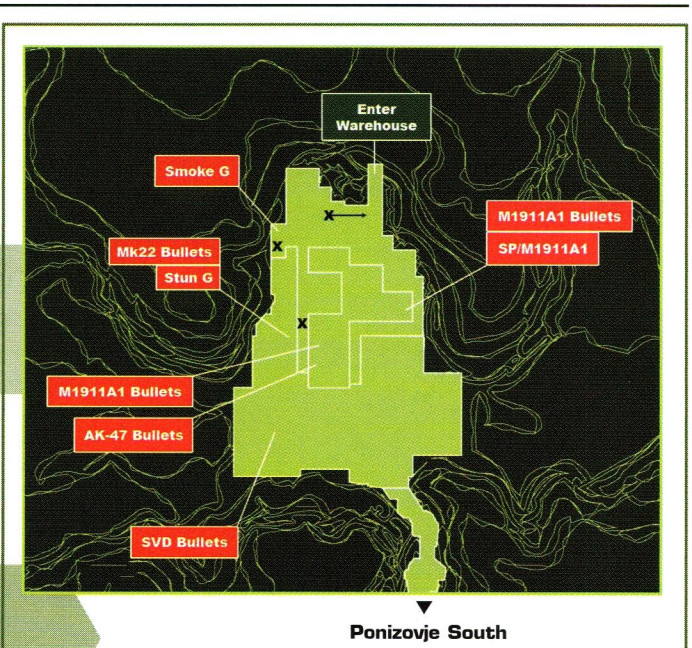


The days of haphazardly sniping with a pistol are over. Inside the armory is the **Dragunov Sniper Rifle**, along with **TNT** and plenty of other ammo. Remember to set a charge and blow the armory to weaken the soldiers in this area.

PONIZOVJE WAREHOUSE: EXTERIOR

ITEMS FOUND

- AMMO — SVD Bullet x40
- AMMO — M1911A1 Bullets x21
- M1911A1 Suppressor (SP/M1911A1)
- AMMO — Mk22 Bullets x24
- Stun Grenades (STUN G)
- AMMO — AK-47 Bullets x120
- Smoke Grenades (SMOKE G)

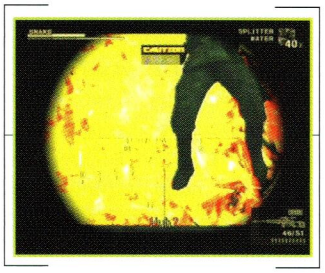


OPERATION SNAKE EATER
1 ADAM AND EVA
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7 ALPINE ASCENT
8 GROZYNJ GRAD
9 SHAGOHOD
10 THE BOSS

Sniper Assault

Snake spots Sokolov, but he is unable to pursue because of Volgin's "Kuwabara Kuwabara." This area is very hard to enter without being spotted. With the SVD in hand, you can snipe all the guards from the entrance. All three of them are radiomen, so you have to pull this off fast. Shoot the guard that patrols near the door in the northeast corner of the dock. Then shoot the one standing at the south end of the dock. By that point, the guard that patrols the northwest corner should come around the crates to see what is happening. Shoot him before he radios in. Even if an attack team enters the area, all they can do is watch the docks. Shoot the barrels on the dock to kill the attack team in massive explosions.







Reload with the **SVD Bullets** submerged in the water in the southwest corner near the canal gate. Check in the rowboats and swim under the docks to find items, and then go inside the warehouse.

THE END'S EARLY DEMISE

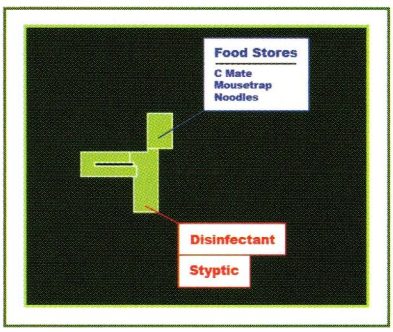
Those who found the Dragunov Sniper Rifle and have a quick trigger finger can sidestep a later boss battle. Do so by sniping The End on the dock as he is wheeled back inside the warehouse. Immediately equip the sniper rifle when the cinematic ends and shoot the guard pushing the wheelchair. Continue firing at the wheelchair-bound old man until you kill him. You'll know you succeeded in taking him out if the wheelchair blows up and flies through the air toward Snake's position.

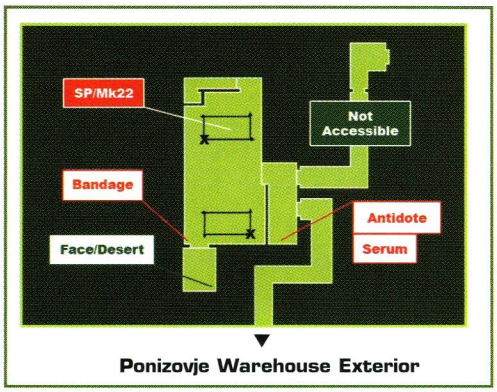
Those playing through the game for the first time are advised to allow The End to be wheeled safely back inside the warehouse. The battle against The End is one of the highpoints in the game; it would be a shame not to witness it firsthand.

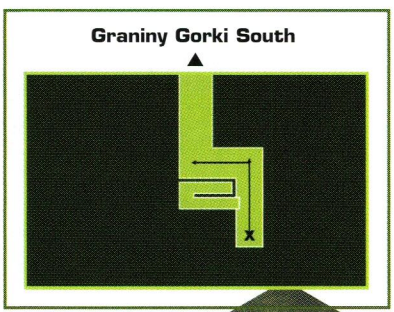
PONIZOVJE WAREHOUSE

ITEMS FOUND

- Serum
- Antidote
- Bandage
- Desert Face Paint (FACE/DESERT)
- Styptic
- Disinfectant
- Mk22 Suppressor (SP/Mk22)
- Instant Noodles (NOODLES)
- Calorie Mate
- Mousetrap







The High Ascent

Ascend the stairs in the corridor and go quietly through the orange doorway. Move quietly south to obtain **Serum** and **Antidote**. The guard that starts in a position near the stairs eventually makes his way to the southwest corner to check the garage door passage. In a crouching or prone position, look west through the rail and watch for the guard to stop in the doorway. Tranquilize or kill the guard, then descend the stairs to the lower floor without being seen by the guard on the top level. Pull the tranquilized guard out of sight and do what you want with him.





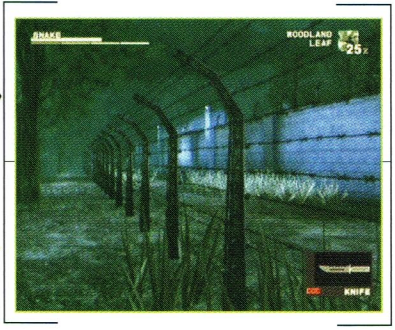
Check the position and view of the guard on the top level as you move in to take out the guard patrolling near the stairs. Then move south to a stack of crates. Climb onto the crates, lie flat, and use the SVD to take out the guard on the top level.





Time now to collect all the items in the area, including the **Desert Face Paint** near the south garage door. Ascend the stairs to the second level, move south, and jump over the rail. Drop onto the central crates and collect the **Mk22 Suppressor**. Then go upstairs again and through the door into the Food Storehouse. Collect the food items and set a TNT bomb to blow up the room, weakening the force in this area.

5 | MISSION OBJECTIVE FIVE:
GRANINY GORKI LAB



Snake arrives at the woods just outside the area where Major Zero believes Sokolov is being held. The fortifications are severe, not only to keep intruders out but also to imprison the poor scientists forced to work on Volgin's weapon research. Once inside the building, Snake must don the garb of a scientist just to avoid being detected in the ultra-secure facility. Avoid doing the slightest thing to draw suspicion from guards or the researchers.

OPERATION SNAKE EATER
ADAM AND EVA
BEYOND THE FOREST BASE
ESCAPE THE CAVE
WAREHOUSE IN THE MANGROVE
5 GRANINY GORKI LAB
WOODLAND HUNT
ALPINE ASCENT
GROZNYJ GRAD
SHAGOHOD
THE BOSS

FOOD LIST: GRANINY GORKI LAB STAGE

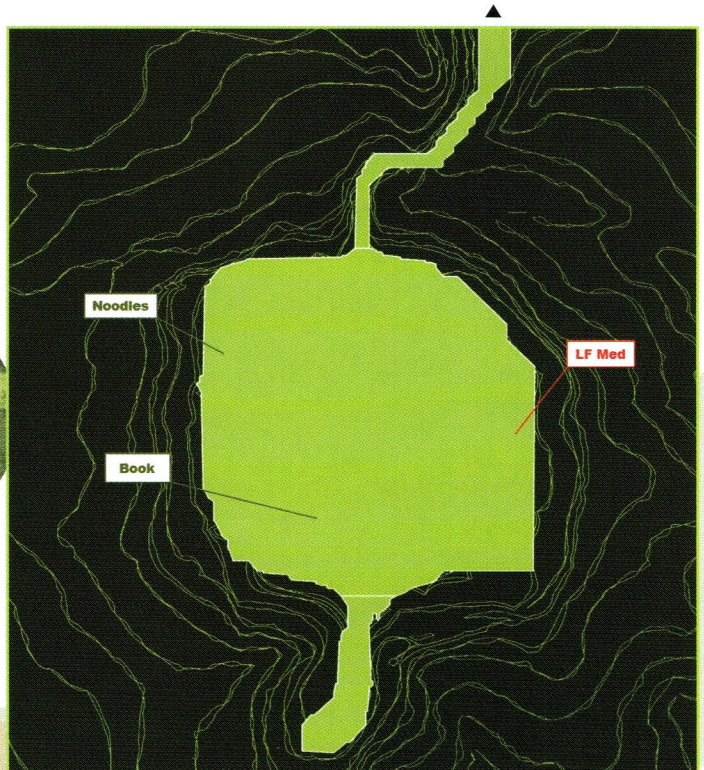
- **Magpie** (BIRD D)
- **Sunda** Whistling-Thrush (BIRD E)
- **Calorie** Mate (C. MATE)
- **Poison** Dart Frog (FROG C)
- **Yabloko** Moloko (FRUIT A)
- **Siberian** Ink Caps (MUSHROOM C)
- **Fly** Agaric (MUSHROOM D)
- **Instant** Noodles (NOODLES)
- **European** Rabbit (RABBIT)
- **Rat** (RAT)
- **Taiwanese** Cobra (SNAKE B)
- **Milk** Snake (SNAKE E)
- **Reticulated** Python (SNAKE H)
- **Cobalt** Blue Tarantula (SPIDER)
- **Flying** Squirrel (SQUIRREL)

GRANINY GORKI SOUTH

ITEMS FOUND

- Life Medicine (LF MED)
- Instant Noodles (NOODLES)
- Book

Graniny Gorki Lab Extrior: Outside Walls

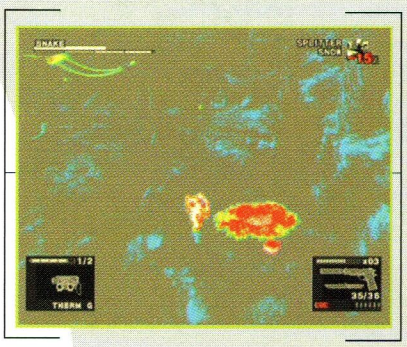


Traps in All the Trees

No guards patrol this area because they have set up traps everywhere to ensnare intruders. Equip the Thermal Goggles to spot the dozen or so traps set in the area. A spike log hung in a tree in the west portion of the area still has a scientist's corpse impaled upon it. Poor guy may have been trying to escape. A Book has been left just right of the area's center, and someone dropped Instant Noodles in the northwest corner.







While going for the Life Medicine on the east ridge, watch out for a pitfall trap and a trip wire strung between explosives. If you're caught in the snare trap located on the west side of the area, which hangs Snake upside down from a tree, press Action △ to cut loose his foot.

GRANINY GORKI LAB EXTERIOR: OUTSIDE WALL

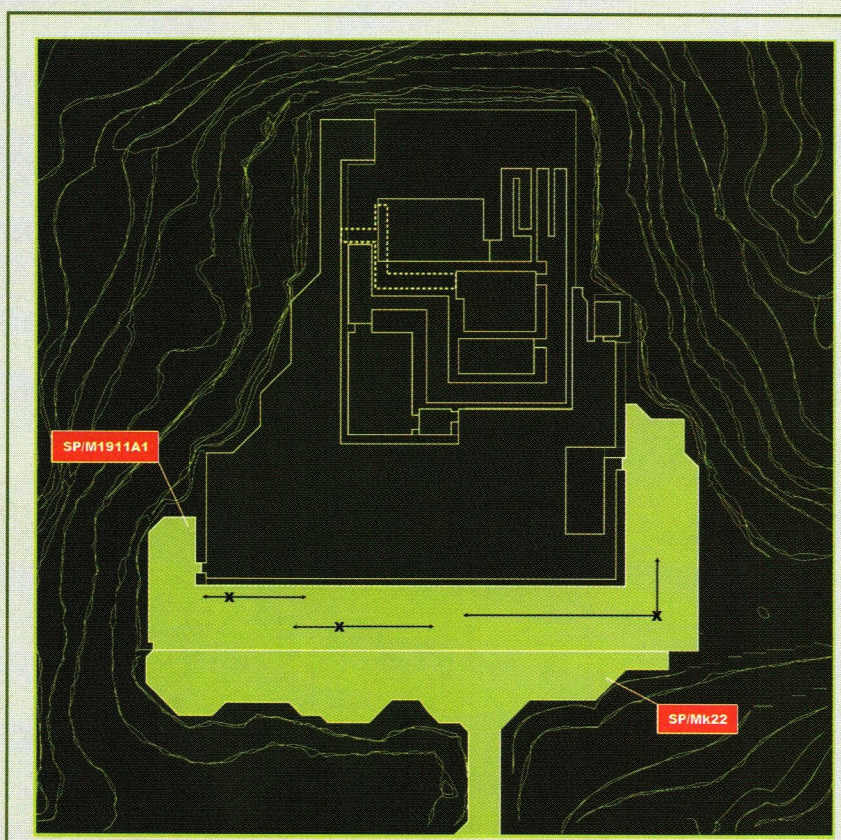
ITEMS FOUND



Mk22 Suppressor (SP/Mk22)



M1911A1 Suppressor (SP/M1911A1)



Graniny Gorki South

KNOCK ON THE DOOR

A door that provides another entrance into the facility is at the east end of the exterior wall. However, the door is locked. To enter the interior grounds this way, press Snake's back against the door and press ○ to knock. Then run north and hide behind the crates. A guard unlocks the door and emerges. Either sneak in the door behind him or take him down first.

Perimeter Defenses



Crawl into the area, moving east along the wall to the corner, where an **Mk22 Suppressor** lies in the grass. Then crawl west along the wall to the opposite end of the electrified fence. Change camouflage as necessary as you crawl from one type of terrain to another. Kill a **Taiwanese Cobra** crawling in the grass by hitting it with the Survival Knife in a prone position. A **Milk Snake** lurks the west end of the electrified fence, where a hole has been torn in the barbed wire. Crawl through the fence opening when the western sentry moves to the east end of his route.



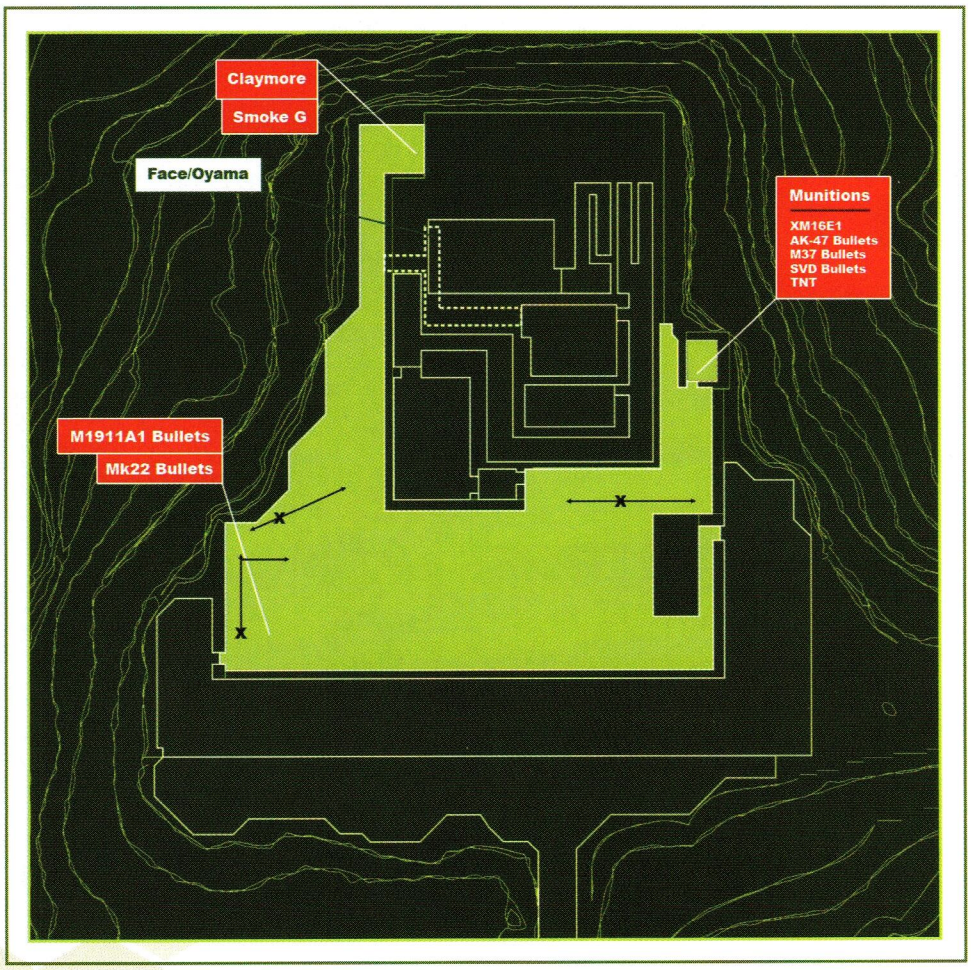
Move north around the west corner of the wall. Look upward into the tree above to shoot a **Sunda-Whistling Thrush** perched on a branch above. An **M1911A1 Suppressor** lies in the northwest niche. Press your back against the wall near the south corner to spot a ground-level crawl hole leading under the wall into the courtyard.

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10 THE BOSS

GRANINY GORKI LAB EXTERIOR: INSIDE WALLS

ITEMS FOUND

- AMMO — Mk22 Bullets x24
- AMMO — M1911A1 Bullets x21
- Claymore
- Smoke Grenades (SMOKE G)
- Oyama Face Paint (FACE/OYAMA)
- XM16E1
- AMMO — SVD Bullets x40
- AMMO — M37 Bullets x16
- AMMO — AK-47 Bullets x120
- TNT



Courtyard CQC







Stay flat on your belly in the grass until the two guards patrol further north. Then crawl east toward the trucks and hide under the south vehicle, where **Mk22** and **M19 bullets** are stashed. Use a suppressed weapon to shoot or tranquilize the guard patrolling the southwest corner of the area. Then watch the guard patrolling the nearby area to the north. When he is moving northeast, leave your hiding spot and grab him. Either knock him out or slit his throat. Snipe the remaining guard patrolling the east side of the courtyard with the SVD, or sneak to his side of the yard and administer an Mk22 dart when he patrols the northeast corner.

A Poor Way to Enter the Facility

In the northwest corner of the area, a packaged **Claymore** and **Smoke Grenades** rest against the building's west wall. A few feet south of the wall is a vent that leads into the central courtyard inside the facility.





The vent breaks into a T-intersection. Go to the left to obtain the strange **Oyama Face Paint**. Do not go south in the vent! The vent leads to a courtyard full of windows, which the soldiers inside the building check all too frequently. If you wear fatigues into the courtyard, any soldier looking out a window from any direction sounds an alert. Even if the Scientist Camouflage is worn in the courtyard, the soldiers arrest Snake and throw him into the jail cell on level B1. This is one way to get inside the facility, but hardly a smooth choice.

Entering the Laboratory

After taking down the guards in the courtyard, explore the northeast corner of the area to find an armory. The familiar **XM16E1** assault rifle is available inside the depot, in addition to several types of **ammo** and **TNT**. Set and detonate charges inside the armory to reduce the enemies' capabilities in this region.





The staff entrance is the door to the right of the double doors. Before going inside, change Snake into the Scientist Camouflage and no face paint.

GRANINY GORKI LAB 1F

ITEMS FOUND

None (at this point)

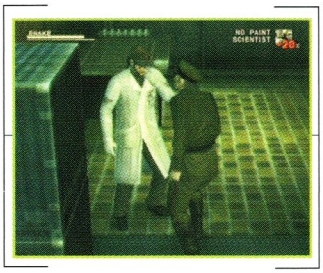
INTRUDER ALERT

Inside the facility, the only way to avoid being detected and immediately surrounded is by wearing the Scientist Camouflage and no face paint. Even then, guards may become suspicious of your movements, especially if you bump into them or try to go through a door at the same time they do. To avoid colliding with guards, watch them through a window to make sure they are standing away from the door before entering.



Blending in with Staff

If a guard becomes suspicious, just stand still, face the guard, and make no sudden movements or attacks. Press △ to adjust your glasses. This convinces a guard to disregard Snake and move on. Some of the guards are brutal sadists, and may punch out Snake just because they feel like it. Do not retaliate. Instead, wait until the guard tells you to get back to work, and beat it out of there!

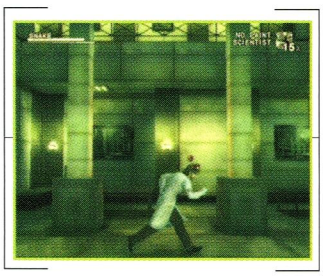




Scientists who see Snake's face peer in closely and soon realize that he's not one of the staff. They become scared and cry out. Guards patrolling nearby immediately set off the alarms when they hear such outcries. Whenever a Scientist is in the room, turn Snake's back to him until the guy gives up trying to recognize you.



Wearing the Scientist Camouflage, Snake cannot use CQC or his normal weapons. He must find special undercover espionage weapons found inside the lab in order to neutralize guards or scientists. To perform normal CQC actions, especially to interrogate guards for directions or tips, position Snake behind a stationary character and switch to another camouflage, such as Naked, and grab the person before he turns and spots Snake.

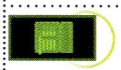


Move through the lobby to the north end of the corridor beyond. Open the wooden door carefully and proceed east through the foyer to the stairs.

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9 SHAGOHOD
10 THE BOSS

GRANINY GORKI LAB B1 WEST

ITEMS FOUND



Cigar Gas-Spray



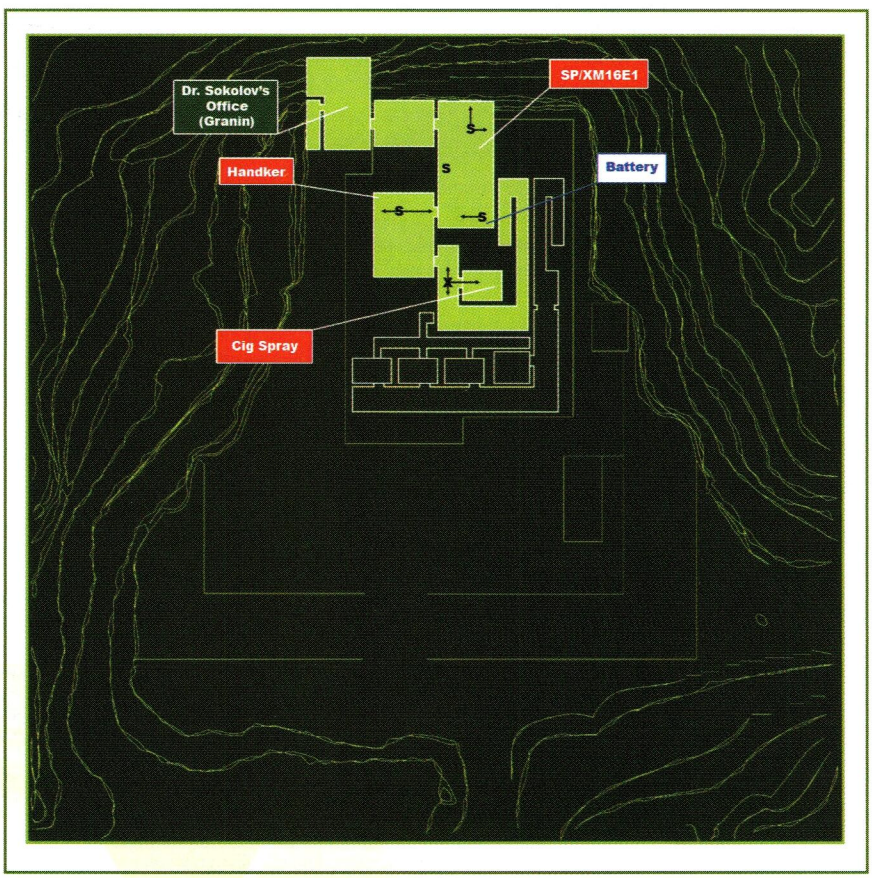
Knockout Handkerchief (HANDKER)

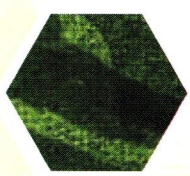


XM16E1 Suppressor (SP/XM16E1)



Battery

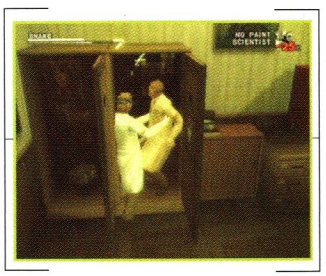




The Scientist's Tranquilizer of Choice

Go into the guard's post and grab the **Cigar Gas-Spray**. When equipped, Snake appears to be smoking a cigar. But in truth the small tube in his mouth emits a highly effective tranquilizer that knocks out one or more personnel standing within one foot directly in front of Snake. Use the Cigar Gas-Spray to knock out scientists and guards before they can identify Snake as an intruder. Enter the wooden door across the hallway from the guard's room.





The scientist in this small break room is quite troublesome to get past. Knock him out swiftly with the Cigar Gas-Spray, and then stuff his body into one of the lockers so that he is not discovered. The left locker contains **Knockout Handkerchiefs**, which work in a fashion similar to the Cigar Gas-Spray. However, due to the fumes emitted by waving the kerchief, Snake runs a risk of knocking himself out!

Playing Goalie

Continue through the northeast door from the break room into a cubicle area where two or three scientists perform research. If any scientist identifies Snake as an impostor, which is a possibility in these tight quarters, he runs to the north end of the room and pulls the alarm switch.

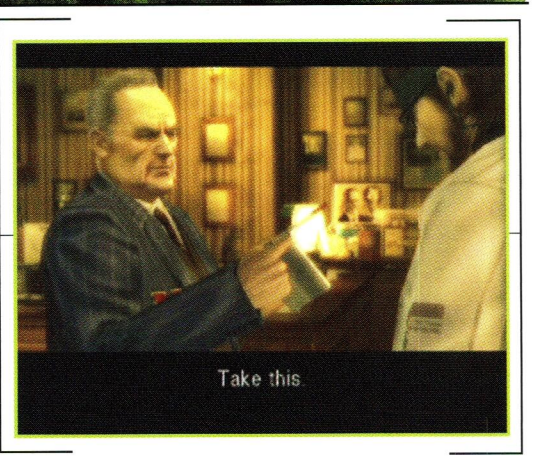




There are two ways to get past the scientists in the middle cubicles and the north portions of the room. Either move to a position parallel to each scientist and turn your back to them until they go back to work, or move to the top of the room and use Cigar Gas-Spray or Knockout Handkerchiefs to tranquilize the scientists as they try to run for the alarm. Check the cubicles in the room to find an **XM16E1 Suppressor** and a **Battery**.

Granin

Go through the northwest door and into next room to meet the drunken Granin. Granin gives Snake **Key A**, which opens the second orange door in the Ponizovje Warehouse a few clicks back. The key works automatically on the door back in the warehouse, even if it's stored in the Backpack. After the scene, return to the lab and run out of the cubicle area as quickly as possible.



WHERE'S THAT KEROTAN?!

Stand near the froglike character on the shelf against the west wall of the break room and call Para-Medic on the radio. Para-Medic recognizes the doll as Kerotan, a magical character who has been around a long time in Japan. When you're alone in the room, punch the Kerotan doll to make it emit noise. Kerotan can be punched three times before its vocal box breaks. There is one Kerotan in nearly every area of the game, and finding and attacking them all unlocks bonus content. Check the **Kerotan Locations** chapter at the back of this book for more information.



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GRANINY GORKI LAB 1F

ITEMS FOUND

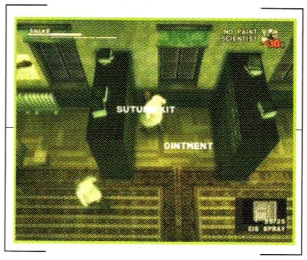
- AMMO — M1911A1 Bullets x21 or Cigar Gas-Spray Bullet x5
- Serum
- Ointment
- Suture Kit
- Bandage



Checking the Rest of the Lab



Return to the first floor and cross the foyer. Head south and to the right down a twisting corridor just above the lobby. Open the second locker on the east wall to find **Cigar Spray Bullets x5**. If you have not obtained the Cigar Gas-Spray weapon, then a pack of **M1911A1 bullets** is in the locker instead.

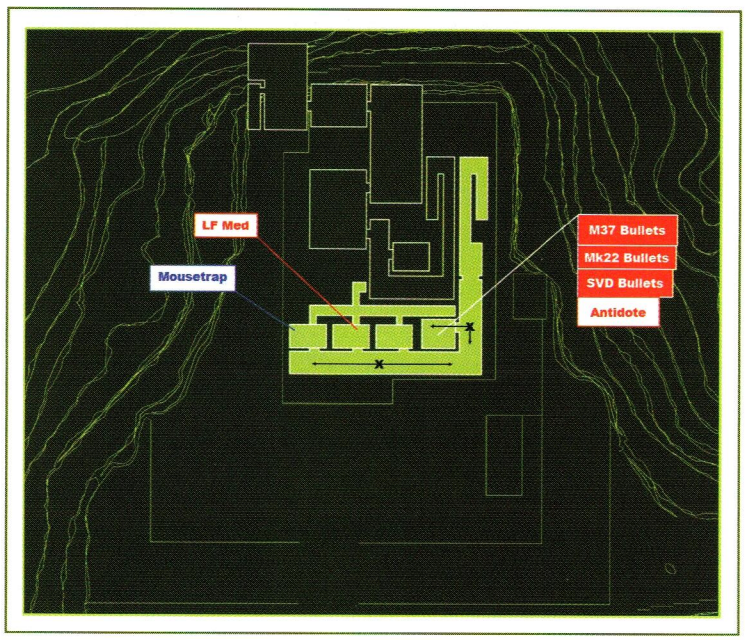


Go through the wooden door into a small reference room. Turn your back to the scientist or knock him out with Cigar Gas-Spray to prevent him from identifying you. Pick up the medical supplies in the room, then exit and go north past the red door. The red door leads outside to a courtyard surrounded by windows through which Snake can be seen. Even scientists are not allowed to go outside, and Snake will be arrested if he's spotted here. Instead, descend the stairs at the north end of the corridor.

GRANINY GORKI LAB B1 EAST

ITEMS FOUND

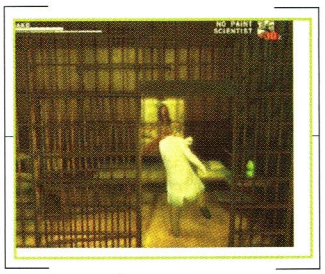
- Antidote
- AMMO — Mk22 Bullets x24
- AMMO — SVD Bullets x40
- AMMO — M37 Bullets x16
- Mousetrap
- Life Medicine (LF MED)



Guard with Secret Information



Move south in the corridor, and go through the door on the left into a guard's station. Before crawling to reach the **SVD** and **M37 bullets** under the forward desk, make sure that no one is looking, or they'll become instantly alerted. Interrogate the guard who sometimes stands in this room during his patrol to make him divulge a secret radio frequency where music is played. It may be better to follow the guard outside the room, knock him out, drag him north away from the other guard's patrol route, wake him, and interrogate him there before silencing him permanently.





Continue west, avoiding the poison bites of Cobalt Blue Tarantulas in the passage. Proceed to the end prison cell to find another Kerotan doll. Punch the doll to shake him, but avoid performing this action in front of the patrolling guard. Pick up the **Mousetrap** in the last cell, then enter the middle cell and wait for the guard to go away before crawling under the bunk to obtain **Life Medicine**. A series of vent shafts between prison cells allows for hiding and better maneuvering to the Life Medicine during an alert, if necessary.

GRANINY GORKI LAB 2F

ITEMS FOUND



Mk22 Suppressor (SP/Mk22)



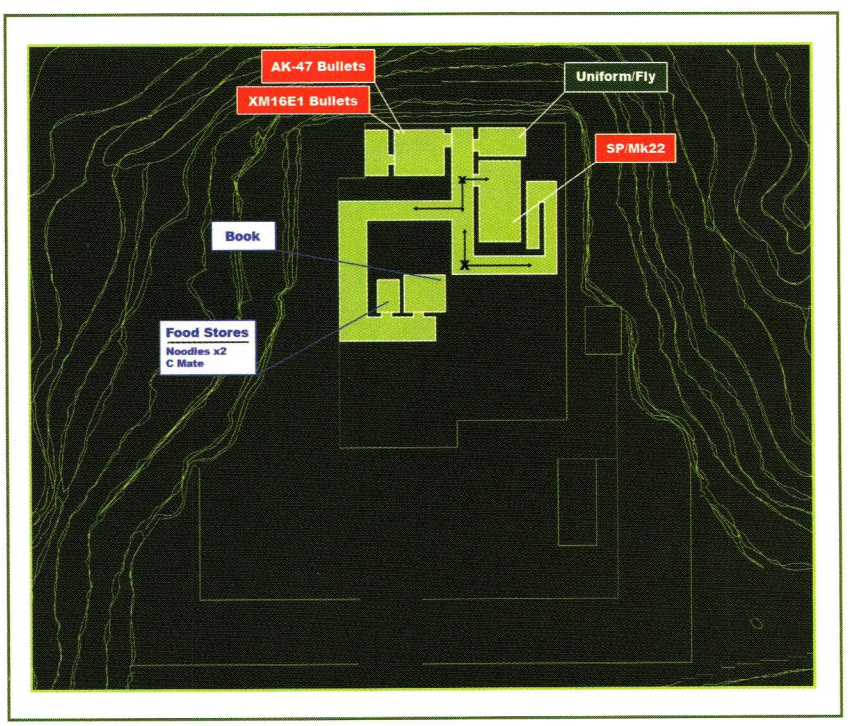
Fly Camouflage (UNIFORM/FLY)



Instant Noodles (NOODLES)(2 qty.)



Calorie Mate (C. MATE)



The Upper Level





Return to the first floor and take the next set of stairs directly up to 2F. The second floor is part of the same area as the lower level, and guards above and below the balcony can see each other. Proceed cautiously if you're tranquilizing or interrogating guards. Use Cigar Gas-Spray to knock out all the guards patrolling the balcony to prevent trouble during your upcoming actions, and go north into the upstairs library to find an **Mk22 Suppressor**.



The next room to the north in the corridor leads to a restroom. The third stall door is locked. Use punches and kicks when no guards are in the room to break down the door. Be sure to move away as the panel falls, or Snake takes damage. Inside the third stall is the **Fly Camouflage**.

The Food Storeroom

Now go southwest around the balcony. The first door on this side of the upstairs level contains **Instant Noodles** and a **Calorie Mate**. Dispose of other foods clogging the inventory to obtain these superior products.





To destroy this food storehouse and weaken the guards throughout this stage, change out of the Scientists Camouflage and place a TNT charge in the room. Exit the room and go outside through the next door in the corridor to a raised platform above the courtyard. There is a **Book** located there. Press (O) to detonate the charge in the next room, switch back to the Scientist Camouflage, and return inside. Reinforcements arrive to investigate the bomb, but they should move right past Snake in the corridor.

A Good Exit

To get out of the facility with less likelihood of detection, move north past the restroom on the upper level. Check the leftmost locker to find **XM16E1 Bullets**, and open the next locker to find **AK-47 Bullets**. Go through the red door.

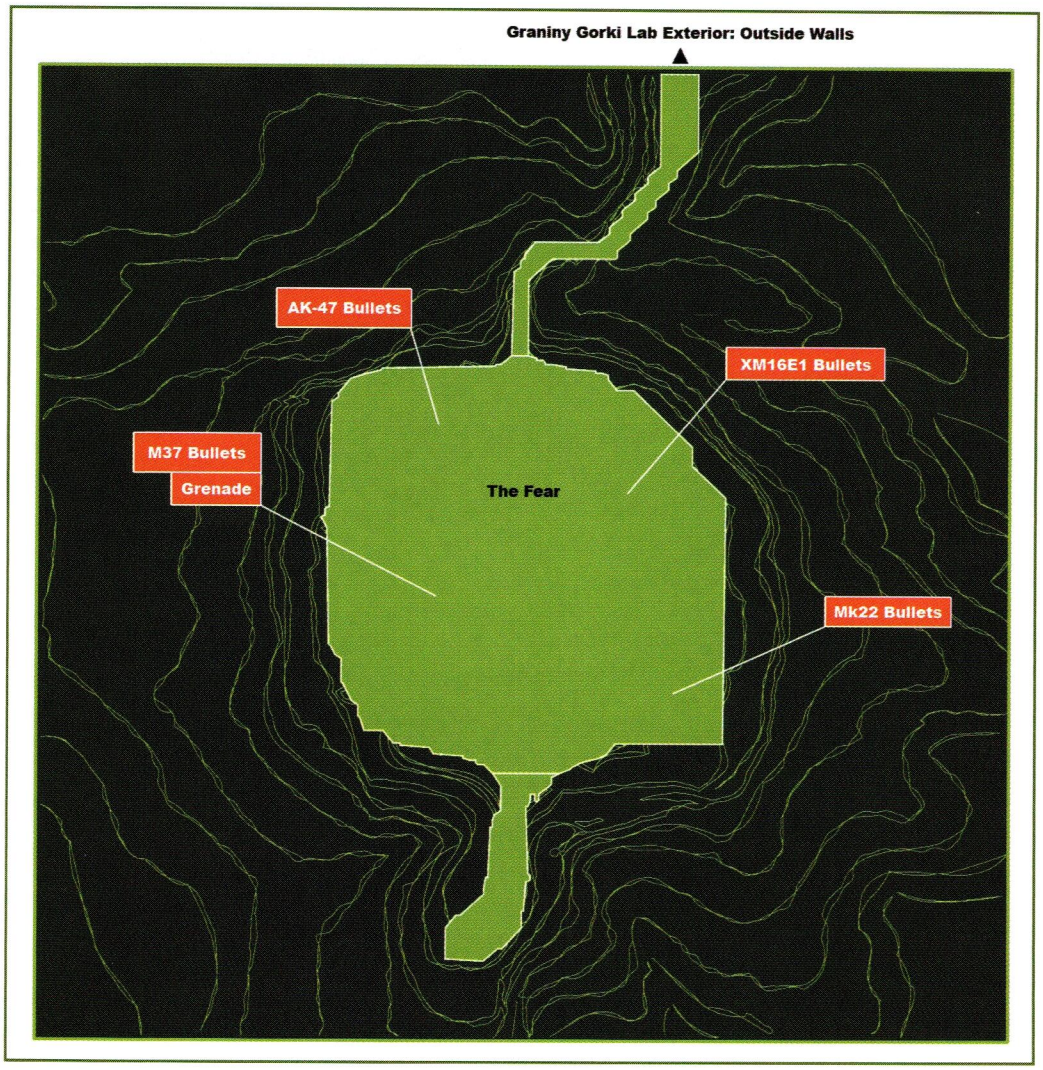




Outside, drop over the rail and hang, then drop to the ground below. With the food storeroom inside destroyed, all the guards should now be hungry. All the items previously found in this area should have now reappeared, except the Oyama Face Paint (assuming you previously acquired it). Crawl through the southeast hole in the wall to the exterior fortifications area, and crawl through the hole in the electrified fence. Continue south.

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GRANINY GORKI SOUTH



THE FEAR

BATTLE-SPECIFIC ITEMS

AMMO XM16E1 bullets x80

Grenades

Mk22 Bullet x24 AMMO

AMMO AK-47 Bullets x120

AMMO M37 Bullets



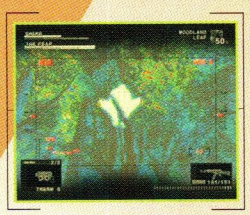
Cure yourself from the wound inflicted by The Fear during the cinema. Use a Serum to negate the poisoning, then use the Knife, Styptic, Suture Kit, and Bandage to repair the crossbow bolt wound. Each subsequent crossbow bolt that pierces Snake should not require poison treatment, but use the other items to extract the bolt and facilitate healing during the battle.



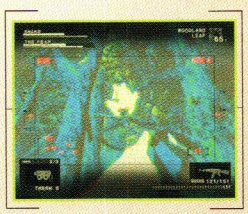
Remove the M37, XM16E1 and AK-47 from the Backpack if necessary. Equip the Thermal Goggles and wear them throughout the fight to avoid the numerous pitfalls, snares, and other traps in the area. Additional ammunition is spread out across the map. Be extremely careful when you go for the **Mk22 Bullets** located in the lower southeast corner of the area, because a trap blocks all access to the item. Shoot the tripwire in First Person View from a safe distance to detonate the hidden explosives, and then collect the ammo.



The Fear bounds from tree to tree in the area around Snake. Therefore, it is a relatively easy matter to track him in First Person View as he leaps, provided you're wearing the Thermal Goggles. When he stops and pulls out is crossbow or begins to speak, unload a machinegun on him. Use the thin red lines in the center of the Thermal Goggles as a crosshair to line up Snake's aim.



Leaping from tree to tree consumes The Fear's Stamina very quickly. If your constant machinegun attacks keep him on the move, he should be starving and out of energy in no time. After complaining that he's hungry, he uses his crossbow to shoot fungus or wildlife in the area. Sometimes he shoots and eats something poisonous, and damages himself in the process!



When The Fear finishes eating, he rushes up and attacks Snake, removing his Thermal Goggles and weapon. Re-equip your items and go after him. Preempt this assault by chasing him across the ground as he heads for food. Rush him and blast the area with the M37 shotgun. Relatively speaking, The Fear is as easy to defeat as they come in the Cobras.



NON-LETHAL ALTERNATIVE

It's possible to defeat The Fear by depleting his Stamina gauge. Use the Mk22 exclusively during the fight as he jumps from branch to branch. Reloading the Mk22 with a fresh tranquilizer dart takes time, so Snake will be able to get off only one shot before The Fear moves again. The Spider Camouflage can be found on the ground nearby after the battle.

6 | MISSION OBJECTIVE SIX: WOODLAND HUNT



With the key offered by Granin, Snake can now proceed northeast beyond the warehouse, through a dense forest, toward the impenetrable fortress of Grozynj Grad. EVA wants Snake to meet her at the top of Krasnogorje Mountain so she can pass along the key to Volgin's impenetrable fortress. But lying in wait is the most cunning sniper the world has ever known. Could this be...The End?

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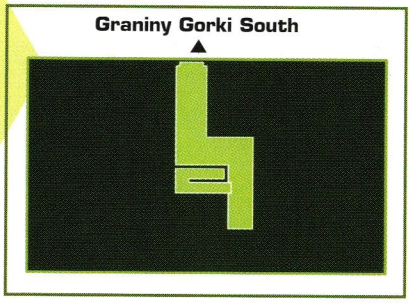
FOOD LIST: WOODLAND HUNT STAGE

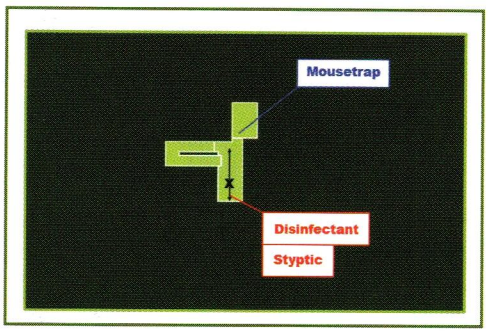
- **Parrot** (BIRD A)
- **Magpie** (BIRD D)
- **Yabloko** Moloko (FRUIT A)
- **Poison** Dart Frog (FROG C)
- **Ural** Luminescent Mushroom (MUSHROOM B)
- **Siberian** Ink Caps (MUSHROOM C)
- **Spatsa** (MUSHROOM F)
- **Baikal** Scaly Tooth (MUSHROOM G)
- **European** Rabbit (RABBIT)
- **Coral** Snake (SNAKE D)
- **Vine** Melon (VEGETABLE)

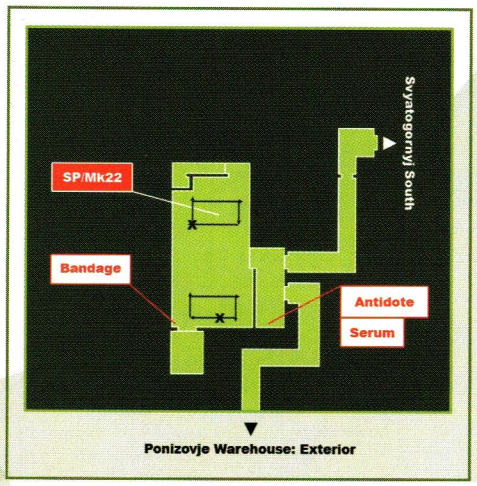
PONIZOVJE WAREHOUSE

ITEMS FOUND

- Serum
- Antidote
- Bandage
- Styptic
- Disinfectant
- Mk22 Suppressor (SP/Mk22)
- Mousetrap







Just Passing Through...

When entering the warehouse from the north, the guard that normally patrols the top level takes up a new route on the mid level. Descend the stairs while he is patrolling the south portion of the platform, and then move downstairs and slip behind him for a quick takedown.





All the items in this area have reappeared, except for food items and the Desert Face Paint (unless you didn't acquire it previously). Work your way from guard to guard to the bottom level. The card key Granin provided opens the orange door beside the previous entrance in the southeast corner.

SVYATOGORNYJ SOUTH

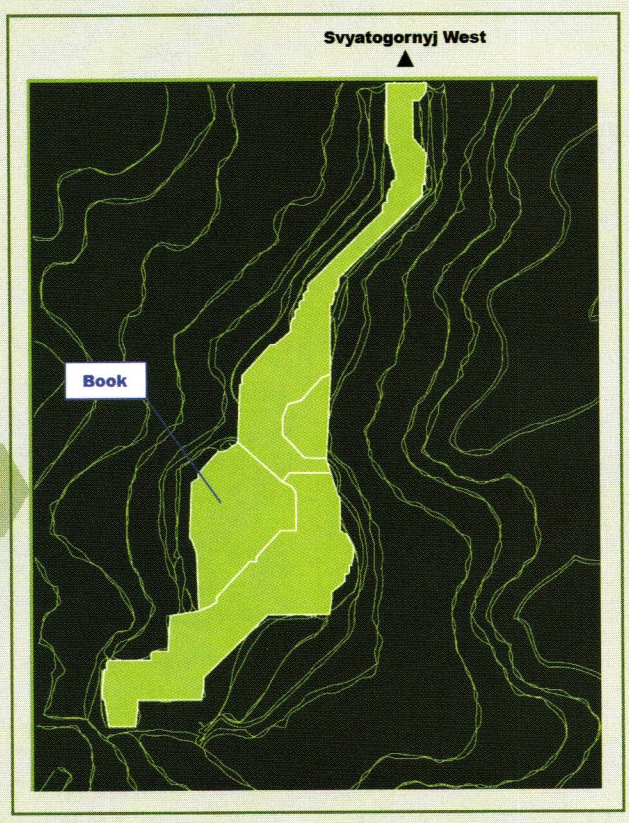
ITEMS FOUND



Book

MELLOW MUSHROOMS

Do not eat the Spatsa Mushrooms unless you're absolutely certain there are no enemies nearby. Eating these mushrooms causes Snake to immediately fall asleep. Although this enables him to replenish his Health and Stamina, it leaves him vulnerable to attack. Consider tossing Spatsa Mushrooms in front of hungry guards to tranquilize them.



The Sloping Garden

No enemies patrol this area. Enter the area a few steps to receive a transmission from EVA. **Styptics** can be harvested from the three green plants by the door. Continue slashing plants as you ascend the slope to obtain a **Splint** and **Cold Medicine**. Cut the mushrooms from the tree near the middle to obtain **Baikal Scaly Tooth**. A **Book** has been discarded on the flat spot to the left.





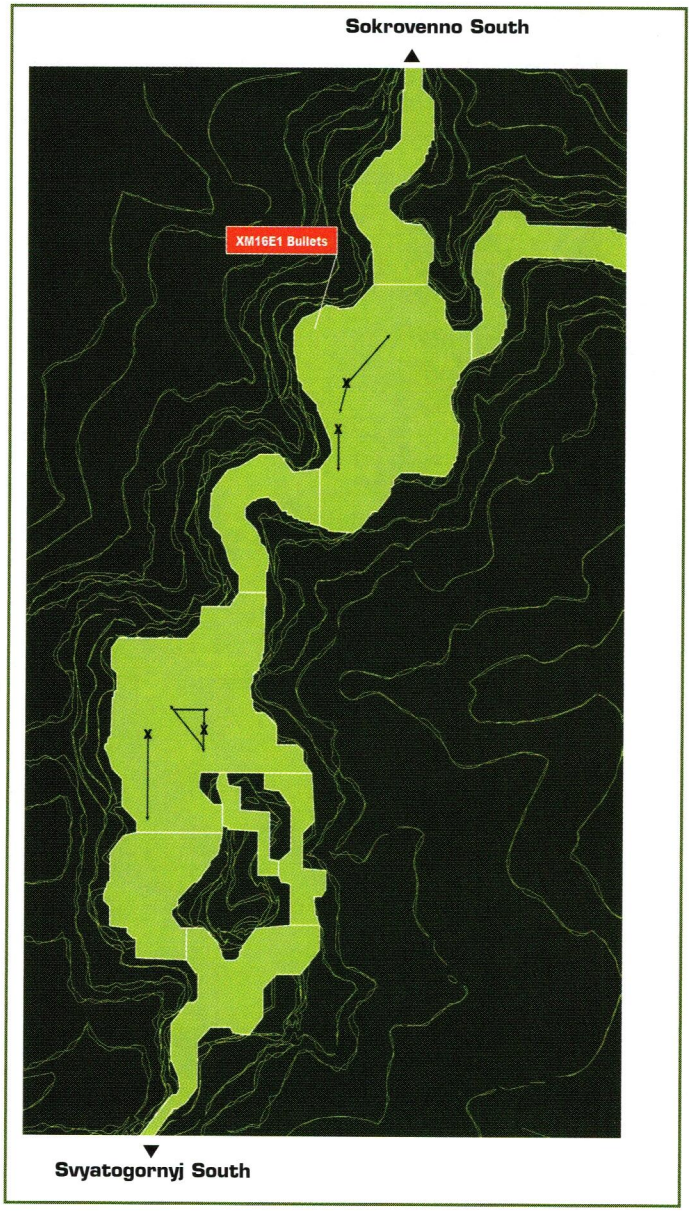
Look for single, long-stemmed mushrooms near trees. When plucked from the environment, both **Spatsa Mushrooms** and **Hanker Bullet x1** pop out!

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SVYATOGORNYJ WEST

ITEMS FOUND

AMMO — XM16E1 Bullets x80



Well-Camouflaged Guards

Throughout this sometimes-rainy area, the brush is extremely heavy and visibility is poor. Plunge ahead too hurriedly, and you could bump into a guard without seeing him. Use caution and occasionally put on the Thermal Goggles to spot guards and neutralize them.



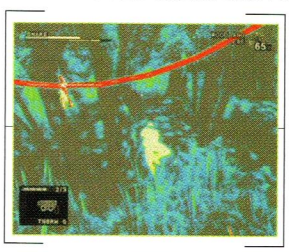


Moving north, follow the west wall until you reach a climbable tree. Then duck and crawl into the hollow log to left, and crawl to the opposite end. A guard patrols the path below the ridge. Allow him to come near enough to shoot him in the head with a dart or bullet.





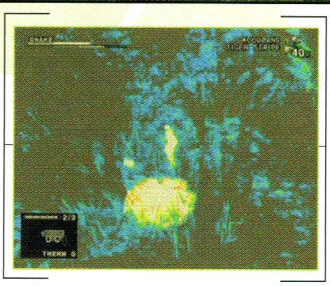
Move to the guard you just took out and shake him for items. Continue north and then head east up a slope. Drop and crawl in the grass with Leaf Camouflage on, and allow a guard patrolling the area atop the ridge to approach you. Neutralize him when he comes into range.



Continue north and follow the path into another wide section of forest. Crawl on the ground as you clear the corner, and shoot the guard that patrols the closest. Go north past him into the grass beyond the logs. Use the sniper rifle on the last guard in the area by facing northeast and firing. Head east to a side area before going north.

Ammo Bait

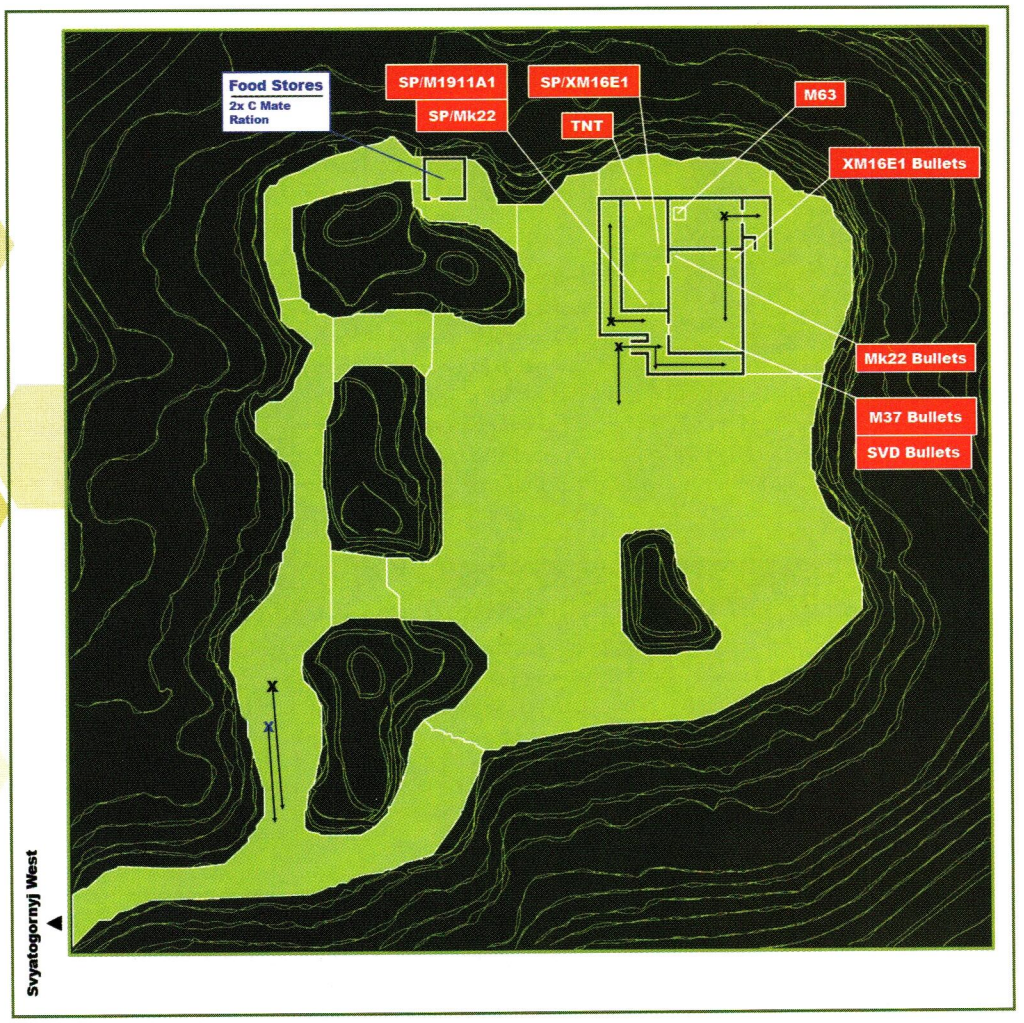
There is a pack of **XM16E1 Bullets** on the west side of the map's upper portion. However, they sit on the opposite side of a pitfall trap. Use the Thermal Goggles to spot the danger, and get the ammo safely.



SVYATOGORNYJ EAST

ITEMS FOUND

- Calorie Mate x2 (C. MATE)
- Russian Ration (Ration)
- AMMO M37 Bullets x16
- AMMO SVD Bullets x40
- AMMO XM16E1 Bullets x80
- AMMO Mk22 Bullets x24
- M63
- TNT
- XM16E1 Suppressor (SP/XM16E1)
- AMMO Mk22 Bullets x24
- AMMO M1911A1 Bullets x21
- Book

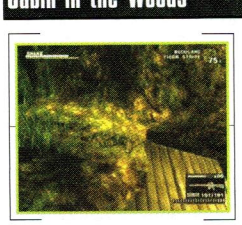


A Two-Man Patrol

Two guards approach together, so take cover. Allow both of them to pass, because the second man is the guy with the radio. Shoot the second guard, enabling you to sneak up behind the other guard.



Cabin in the Woods



Move north, following the narrower western path up the mountain. When the path splits, follow the path to the left. This path takes you above a food storehouse and behind a large cabin in the woods. Taking down the guards around this cabin and getting inside unseen proves very difficult, but it is a good way to hone your skills.

Watch the guard patrolling the cabin's surrounding deck, and drop onto the shed roof when he moves around the corner. Enter the food storehouse to find **two Calorie Mates** and a **Russian Ration**. To avoid an alert, wait to destroy the warehouse until all the guards are neutralized.



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7 ALPINE ASCENT
8 GROZNYJ GRAD
9 SHAGHOD
10 THE BOSS

Rooftop Ambushes

Exit the shed and equip a suppressed pistol. A guard patrols the deck of the nearby cabin. Wait for him to go to the front. Then run north of cabin while he's not looking, climb up the tree, and drop onto the cabin's roof.





Crawl across the roof heading east. Find a portion where a slat is missing, allowing you to look down into the room below. Aim at the door in the room below. When the guard inside comes into the back room, shoot him in the head.

Crawl to the sides of the rooftop, while avoiding detection by the guard who patrols the yard. Move the Right Analog Stick to look over the sides at the guards patrolling around the cabin. Crawl again to the front of the building and look west. Shoot a guard in the head as he comes south around the west corner of the building. Shoot the other guard walking in the yard, then drop from the roof and go inside.





Cabin Intricacies

The main room contains various types of ammo. Climb over the crates in the back room to obtain the **M63**, an awesome machine gun you will love using near the end of the game. If you need to escape, a trap door in the floor behind the crates lets you slip under the house. Enter the barracks on the west side of the house and crawl under the north bed to find **TNT**. Under the east bed is an **XM16E1 Suppressor**. Collect the other items in the room and return to the previous area in the woods.



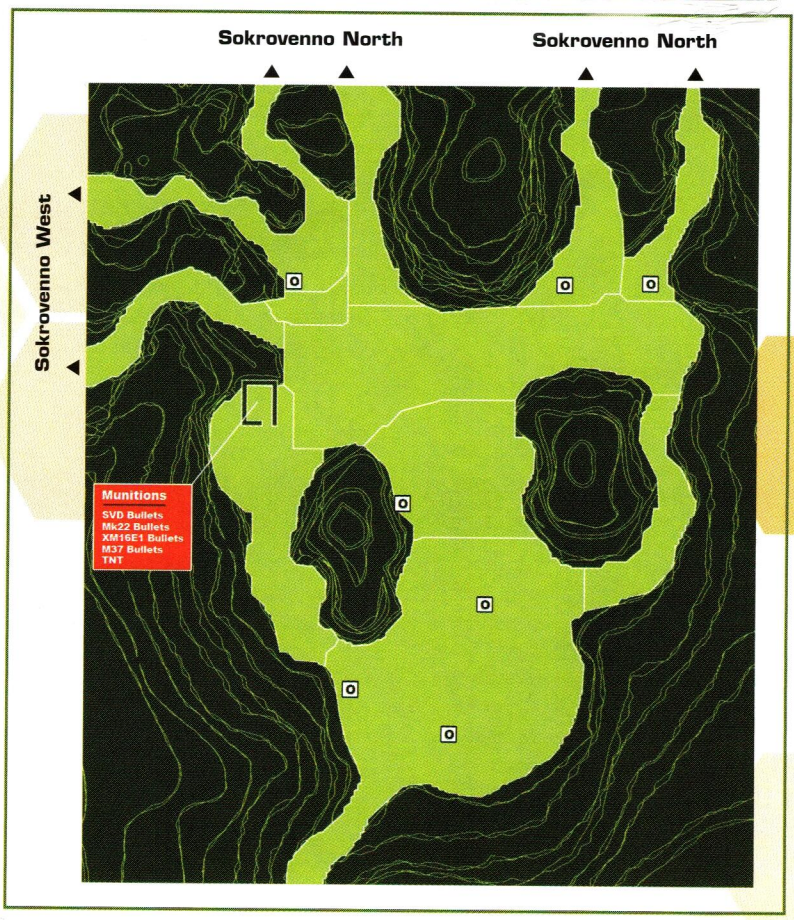
EMERGENCY DIVE!

If something goes wrong and the enemy engages in pursuit, lead them into the cabin. Once all the guards follow Snake inside, head to one of the windows in the bedroom. As you run toward the window, press ⊗ when you're just a foot or so away. With the right timing, Snake dives and crashes through the window into the yard! Now you can get away before the guards can get out of the cabin!

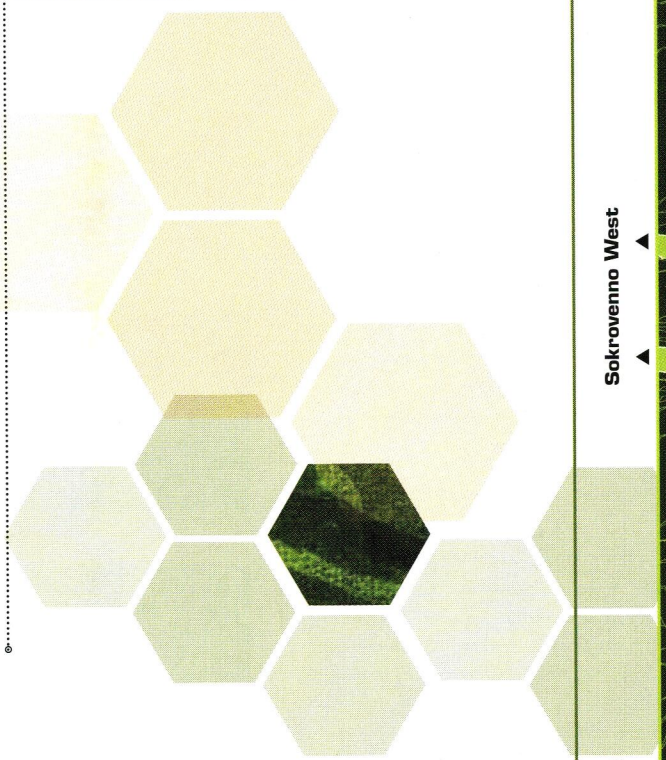
DANGEROUS ENEMY AHEAD!

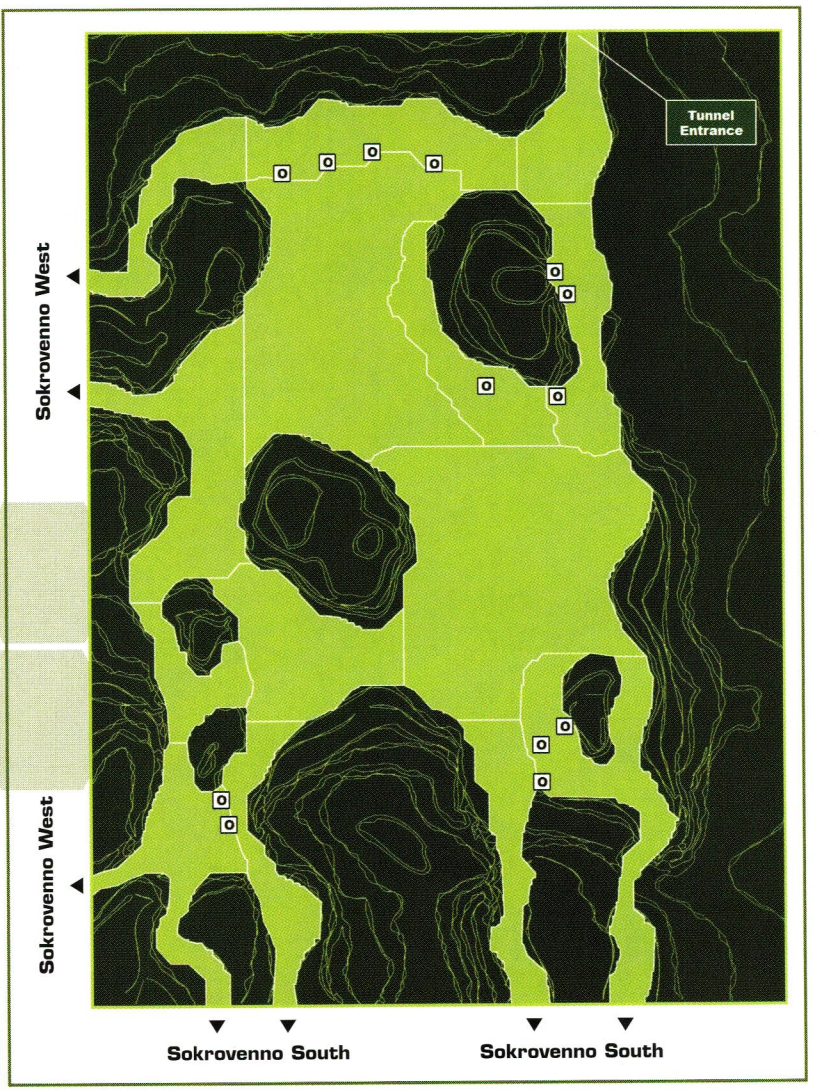
Save before proceeding, or you could be set back several stages by "losing" the upcoming battle.

SOKROVENNO SOUTH

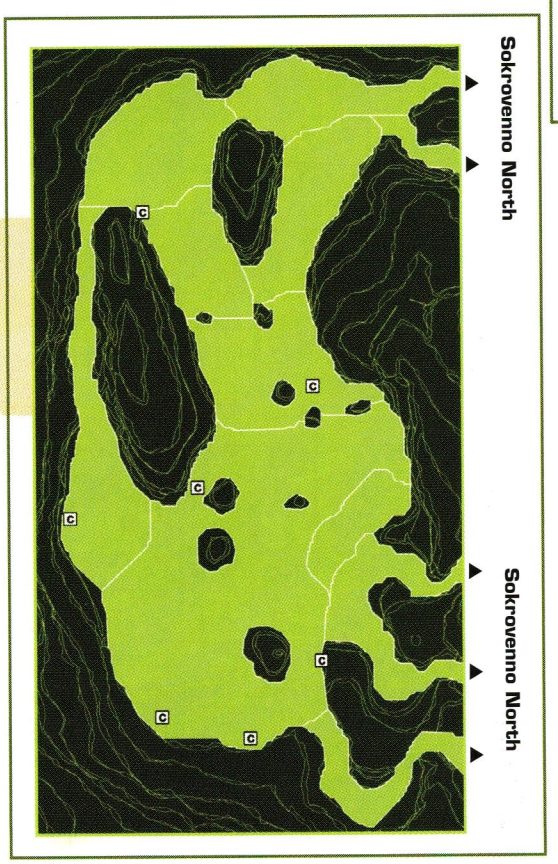


SOKROVENNO NORTH





SOKROVENNO WEST



THE BOSSLESS BATTLE

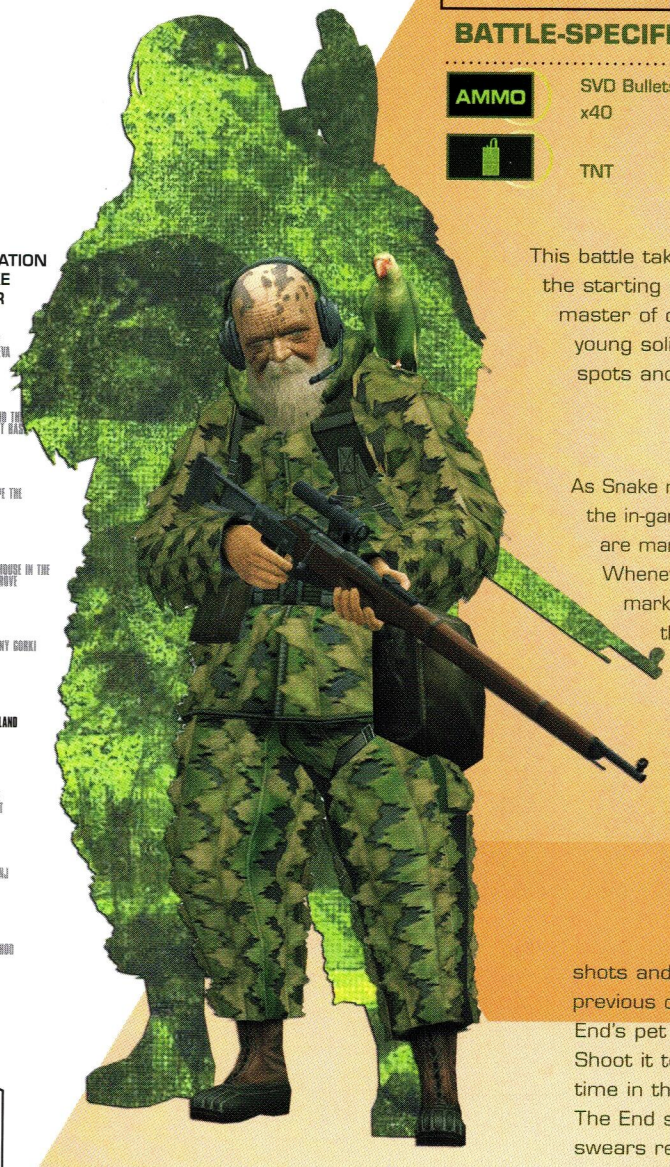
Those who sniped The End on the dock outside the Ponizovje Warehouse aren't in the clear just yet. Although The End is no longer a part of this world, Snake is not alone in the Sokrovenno forests. A total of 20 GRU soldiers roam these woods in search of Snake. Snake encounters eight in Sokrovenno South, seven in Sokrovenno North, and five in Sokrovenno West. Some of the GRU try to attack in a group, but many of them are dispersed throughout the sniping locations that The End would have used. Follow the tips below to flush them out.

NON-LETHAL ALTERNATIVE

The End's Stamina gauge slowly decreases throughout the battle as he is forced to run from area to area. Continue chasing him until he is panting loudly, and then use the Mk22 to finish him off. Act fast, however, as The End is capable of calling to the forest for rejuvenation. Snake can find the Moss Camouflage after defeating The End in this manner.

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6 WOODLAND HUNT
7 ALPINE ASCENT
8 GROZNYJ GRAD
9 SHAGOHOD
10 THE BOSS

THE END



BATTLE-SPECIFIC ITEMS

AMMO	SVD Bullets x40	AMMO	XM16E1 Bullets x80	AMMO	M37 bullets x16
	TNT	AMMO	Mk22 Bullets x24		

This battle takes place across three areas to the north of the starting position. The End is an expert sniper and a master of camouflage and positioning. As an energetic young solider, Snake must root him out of his hiding spots and keep the old man on the run.



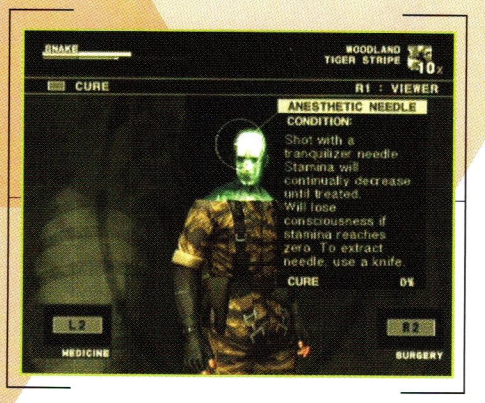
As Snake moves through the areas and more portions of the in-game maps are revealed, possible sniping locations are marked as white circles on the in-game map. Whenever The End fires from a sniping location, the marker representing his location turns red. Rather than risk further damage by looking around the environment for him, simply open the in-game map to see his position. Referral to the in-game map is an important part of winning.



Move northwest in the first area toward a munitions depot. As you head toward it, The End usually takes a sniping position on the cliff just northeast of the building. Avoid his shots and navigate to the depot. If you watched the previous cinema carefully, you might recognize The End's pet bird perched on the corner of the depot. Shoot it to obtain **BIRD A** type food—this is the only time in the entire game that this type of food can be obtained. The End sometimes becomes extremely angered at this and swears revenge. Go inside the depot, where all of the items in the list above are stored. If you missed obtaining the SVD earlier, it appears in the depot. Otherwise, additional SVD ammo appears. If you like, you can destroy the structure by setting TNT.



The End shoots tranquilizer darts instead of bullets. These special darts drain Snake's Stamina continuously until they're removed with the Survival Knife via the Cure screen. After removing the projectile, eat food to replenish strength. Maintaining Stamina is more important than Health in this battle, because The End is actually not interested in killing Snake. If Snake's Stamina falls to zero during the battle, a special scene occurs where The End captures Snake and leaves him in the jail cells of Graniny Gorki Lab B1. All enemies reappear in their respective areas, just to set you back that much further. Avoid this hassle to the best of your abilities by hunting and eating well throughout the battle.



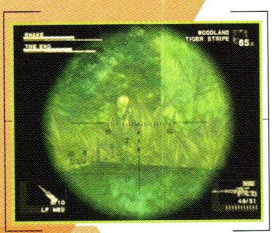
Exit the munitions depot and quickly head north to the Sokrovenno North area. Hook around to the southwest, and move toward the path that leads up to the cliff from which The End was just shooting. Either you will run into him as he tries to escape from that area, or he will have already moved into one of the sniping positions close to the southeast corner of the area. Root him out by running from sniping point to sniping point until you find him hiding in the brush. The End detects Snake immediately and usually fires a dart or sets off a stun grenade that momentarily blinds and deafens him. But these attacks inflict only minor damage as long as you remove the tranquilizer needle quickly. Blasting The End a few times with the shotgun is worth the risk, as long as Snake's Stamina is high.





If The End moves through mud, he leaves footprints that make him easier to track. If ever you completely lose track of The End during a close-range shooting exchange, follow him through the closest exit into the next area, and search the closest sniping points to find him. If that fails, work your way around the area from sniping point to sniping point until you discover him.

If The End manages to shoot Snake from a sniping point far across the area, quickly extract the dart. Crouch or go prone if possible and equip the Dragunov. Use the in-game map to help you aim toward the sniping point marked in red, and hold L1 to look through the scope to find The End. The scope of his rifle casts a glare in the sunlight that sometimes betrays his location. Blast him three or four times with the Dragunov, and then pursue him quickly to the next area.





Occasionally it begins to rain, at which point The End might go to a sniping point and fall asleep. This is a great opportunity to run up on him and blast him without retaliation, assuming you can find and shoot him before he snaps awake.

Because of his age and condition, The End's Stamina depletes. If his Stamina drops to almost nothing, he will eat to replenish his Stamina, but this also restores a majority of his Health! Try to win the battle before this happens.





After the battle, go to the northeast corner of Sokrovenno North and continue into a tunnel.

7 | MISSION OBJECTIVE SEVEN: ALPINE ASCENT



Having defeated yet another bizarrely gifted member of the Cobras, Snake prepares to climb the impossibly tall Krasnogorje mountain range in the hope of meeting EVA to obtain her key to Grozynj Grad. Volgin has spent considerable time and funds fortifying the mountainside well enough to deter an invading army. Is there a shadow of a chance that Snake can sneak through enemy lines?

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GRAMNY GORKI LAB
WOODLAND HUNT
7 ALPINE ASCENT
GROZYNJ GRAD
SHAGOHOD
THE BOSS

FOOD LIST: ALPINE ASCENT STAGE

- **Vampire** Bat (BAT)
- **White-Rumped** Vulture (BIRD B)
- **Otton** Frog (FROG A)
- **Rat** (RAT)
- **Emperor** Scorpion (SCORPION)
- **Thai** Cobra (SNAKE C)
- **Cobalt** Blue Tarantula (SPIDER)

KRASNOGORJE TUNNEL

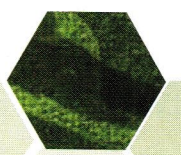
ITEMS FOUND

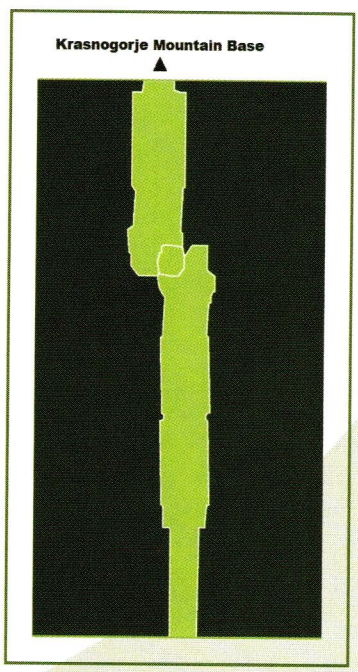
None

The Infinite Ladder

Head up the tunnel and climb a tall ladder that seems to ascend forever. Go out the top door.



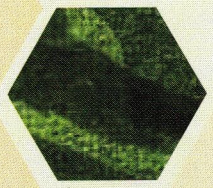




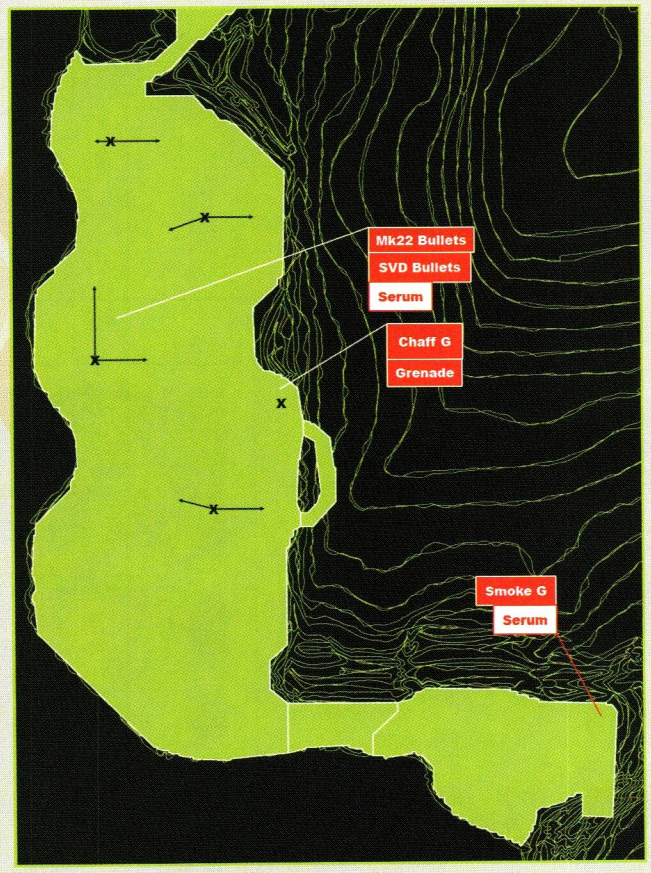
KRASNOGORJE MOUNTAIN BASE

ITEMS FOUND

- Smoke Grenades (SMOKE G)
- Serum (2 qty.)
- SVD Bullets x40
- Mk22 Bullets x24
- Grenades
- Chaff Grenades



Krasnogorje Mountainside



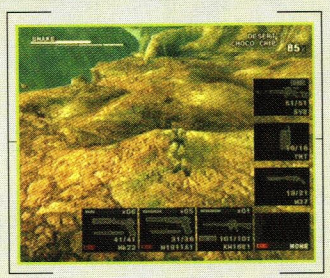
The Inhospitable Wastes



Equip the Choco Chip Camouflage and Desert Face Paint to better blend into the rocky environment. Run west and slide down the embankment. Once Snake is at the bottom of the slope, there is no going back to previous stages. Be extremely careful of the wildlife in this area, because much of it is poisonous. For example, a Thai Cobra in the path can strike almost without warning due to how well it blends into the ground. Emperor Scorpions are hard to spot, but they sting Snake and inflict poisoning if he steps near them. Keep a good supply of Serums on hand at all times, and cure poisoning immediately.

Sniper Assault

There are four guards in the next area. Move some distance into the section, following the west cliff along the left side to a light-colored rise that stands out above the rest. Lie on the embankment and wait for the closest guard to move to the easternmost end of his route. Use the Dragunov to take him down.





The idea is to shoot all the guards when they cannot see each other in order to avoid raising an alarm. Take each guard out at the furthest outside point of his patrol path. Allow the most distant guard patrolling the back area to come as far forward as possible before sniping him. Wait to shoot the guard holding the RPG on the high ledge until last. The fifth guard cannot be seen from this area.



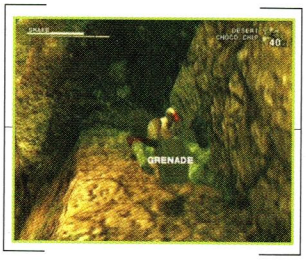
THEM'S GOOD VITTLES!

White-Rumped Vultures settle on dead guards and eat their flesh. Kill these buzzards to score some really good meat.

One Last Patrol

Two boulders lean on each other to form a triangular tunnel close to the west side of the area, just north of the map's middle. Crawl under the rocks to find various ammunition and Serum. Use this hiding spot to kill the fifth and final guard as he walks in front of the tunnel.





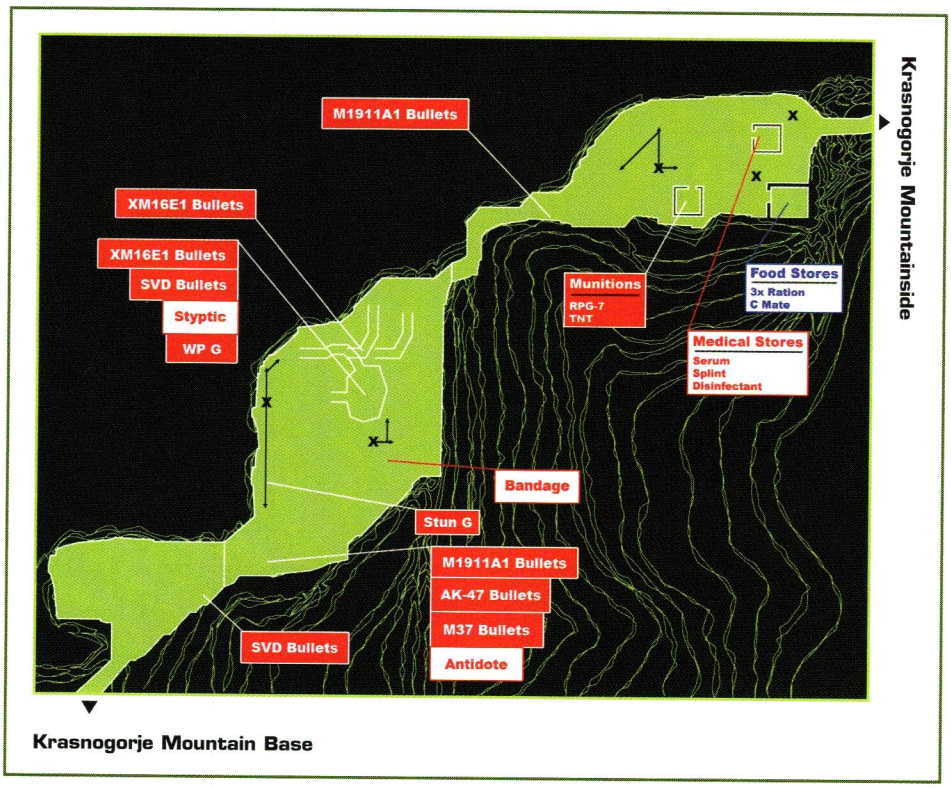
Just south of where the guard holding an RPG stood is a crawlspace-size tunnel leading up to his post. On this ledge you find Grenades and Chaff Grenades.

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9 SHAGOHOD
10 THE BOSS

KRASNOGORJE MOUNTAINSIDE

ITEMS FOUND

- AMMO — SVD Bullets x40 (2 qty.)
- Stun Grenades (STUN G)
- AMMO — M37 Bullets x16 (2 qty.)
- Antidote
- AMMO — M1911A1 Bullets x21 (2 qty.)
- AMMO — AK-47 Bullets x120
- White Phosphorus Grenades (WP G)
- AMMO — XM16E1 Bullets x80 (2 qty.)
- Styptic
- Bandage
- Russian Rations (RATIONS)
- Calorie Mate (C. MATE)
- Splint
- Serum
- Disinfectant
- RPG-7
- TNT



Krasnogorje Mountain Base

Charge the Cliffs

To get the drop on the first guard, race into the area and proceed a few feet up the slope. Hide in an alcove to Snake's right, and wait for the guard on the level above to cross down in front of the alcove. Then you can grab him, interrogate him, or dispose of him by your favorite means.







While collecting the many items to the right of the point where you attacked the guard, watch out for an Emperor Scorpion on the ground. Kill or capture the little beast, even though it does not supply much nourishment.

Variance in Security

Ascend the slope to the next level, and enter a small cave to find a Thai Cobra guarding several items. Then continue up the slopes, angling the camera upward and to the left to watch the guards on higher ledges.





If you used TNT to destroy the helicopter parked at the Bolshaya Past Base, then no helicopter patrols this area. In a way, the area is more difficult without a circling Hind. This is because a hovercraft guard takes the place of the Hind, and the guard is in a tricky location. Shooting the hovercraft guard is improbable until every other guard is subdued. If the hovercraft guard's vehicle explodes while guards remain in the area, the area breaks into alert. However, there is a way to sneak past the hovercraft guard.

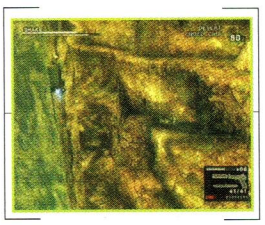
HOLD YOUR FIRE

When you reach the anti-aircraft gun, avoid the temptation to mount it and blast the patrolling helicopter out of the air. Only a shoulder-mounted rocket launcher is capable of taking out a Hind in a single shot, and even then the explosion triggers a full-scale alert, including an air raid siren.

Sneaking Past the Hovercraft Guard

Find the alcove across from the anti-aircraft gun, where XM16E1 Bullets are located. Drop to your belly and crawl through the tunnel to a point where you can watch the hovercraft guard. The best time to crawl out and move is when the hovercraft guard is at his lowest point, directly outside the tunnel exit. When the guard moves higher, his range of visibility is too great for Snake to move. Crawl just past his floating position, then stand and walk quietly to another crawlspace tunnel at the next corner between slopes. Quickly duck and crawl into this tunnel before the guard turns and rises in altitude. Continue through the tunnel and emerge to the other side.









Now you must take down the guard patrolling the next rise without alerting the hovercraft guard. Press your back behind a boulder just below the guard's position so that the hovercraft guard is visible. Wait until the hovercraft guard descends in altitude and turns away, then dash up behind the guard in fatigues, take him out quietly, and hide behind the boulder atop the ridge. Wait for the hovercraft guard to rise and then descend, and make your way toward the right side of the screen. Move along this ledge, crawling and lying prone in plain sight when the guard raises his hovercraft.



Continue up to a sniper's perch where M1911A1 Bullets are located. With the hovercraft behind, it's impossible to snipe the guards in the next area. However, if a helicopter is patrolling then simply plug the patrols from up here and pass through the next area easily.

Outpost Assault

If a hovercraft guard is patrolling, use the lower ledge to sneak up to the outpost at the top of the area. Be sure to crawl or lie still when the hovercraft is raised in altitude. When the path widens out, stand and run behind the boulder on the lowest level. A guard that may not be visible right away emerges from behind the closest building on the right and patrols the lower area. When he moves nearby, step out to grab and silence him.

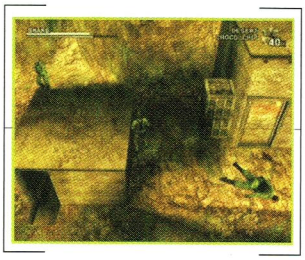






Crawl up the lowest slope to a position just below the flat area. Watch the next-closest guard until he turns to face the left, then take him out with a suppressed weapon. The XM16E1 with a suppressor works great when it's set to single shot and aimed down the sights by holding L1.

That leaves only the guard positioned behind the upper left building. You can take him out with a CQC grab. Flank him by running around the building, and attack him from the side.





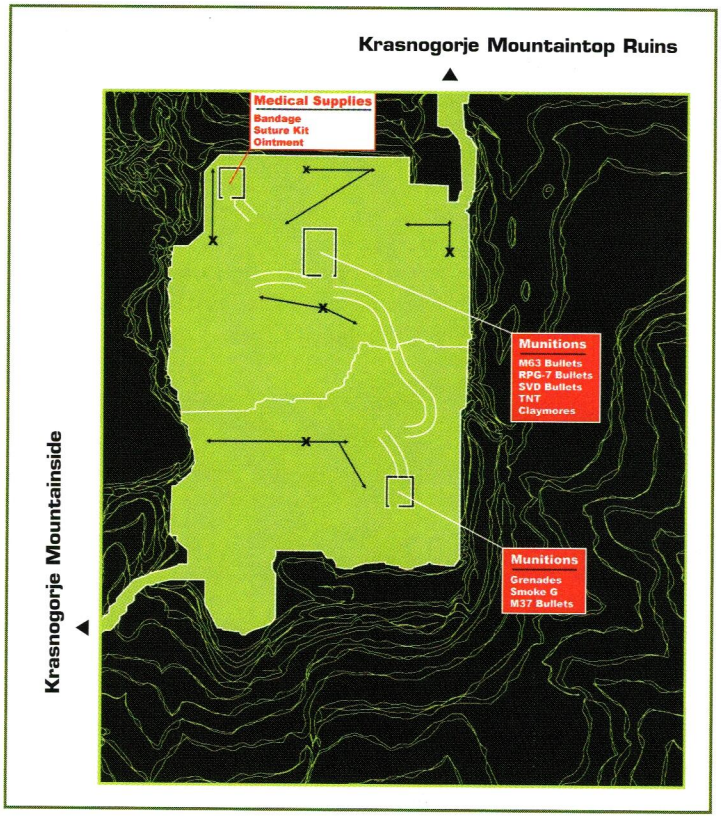
Inside the lowest building is the **RPG-7**, a weapon that is essential for the trials ahead. Collect the items in the other buildings and proceed to the next area. If you wish to blow up the provisions storehouse in this area, make sure to go back down the slope and take out the hovercraft guard first, if applicable.

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7 | ALPINE ASCENT
8 | GROZNYJ GRAD
9 | SHAGOHOD
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KRASNOGORJE MOUNTAINTOP

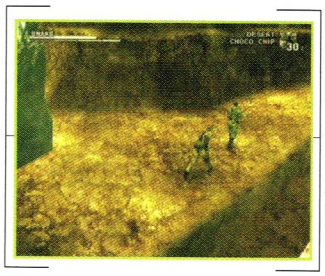
ITEMS FOUND

- Grenades
- Smoke Grenades
- AMMO — M37 Bullets x16
- AMMO — SVD Bullets x40
- AMMO — RPG-7 Bullets x15
- TNT
- Claymore
- AMMO — M63 Bullets x400
- Bandage
- Ointment
- Suture Kit



Sniping

A helicopter definitely patrols this area. Because the aircraft is incapable of sighting Snake or sounding the alarm, Move when the chopper buzzes past to hide the sound of Snake's footsteps.







Hide behind the crates stacked near the entrance, wait for the closest guard to patrol nearby and turn his back, then run out and press the CQC button to grab him. Hide the body if you like, and then return to the crates. Use the Dragunov to snipe the three guards patrolling near each of the anti-aircraft guns high up. Mask the sound of your weapon by firing as the helicopter passes overhead.

Trench Patrol

The last remaining guard patrols the middle trench in the circuit that runs back and forth down the slope. Ascend to a hiding point behind the brick wall. Drop into the trench, move just south of the corner, and lie flat on the ground. Wait for the guard to check the corner and turn, then attack him from behind. Collect the **provisions** and **ammunition** contained in the buildings in this area. Finally, go to the northeast building to meet EVA.



KRASNOGORJE MOUNTAINTOP: BEHIND RUINS

ITEMS FOUND

None

Overlooking Grozynj Grad

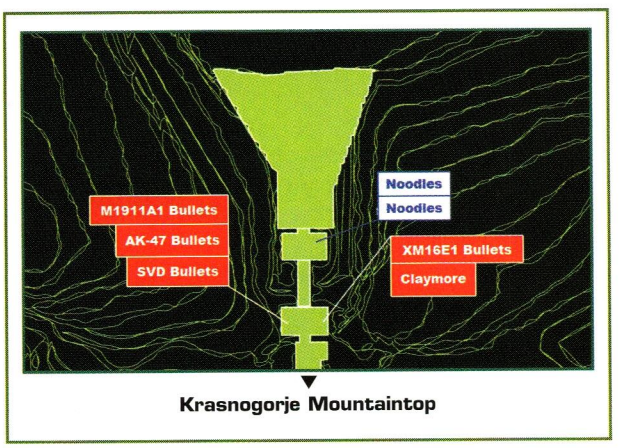
Standing at the edge overlooking Grozynj Grad, it is possible to spot a few guards patrolling areas in the base below. By all means, watch their patterns of movement to get a head start on infiltrating the fortress. However, avoid the temptation to take out any guards or exploding barrels with the sniper rifle. An air raid alarm sounds instantly, and Hind helicopters fly directly toward your position and attack with rockets.



KRAS MOUNTAINTOP RUINS

ITEMS FOUND

- Instant Noodles (2 qty.)
- AMMO — XM16E1 Bullets x80
- Claymore
- AMMO — SVD Bullets x40
- AMMO — M1911A1 Bullets x21
- AMMO — AK-47 Bullets x120



Krasnogorje Mountaintop

EVA's Meeting Point

After the cinematic, go back inside the building to the south of the ledge where the previous scene took place. Two packs of **Instant Noodles** rest by the door. Descend the steps to the bedroom to find other items under the bed, including **SVD Bullets**.

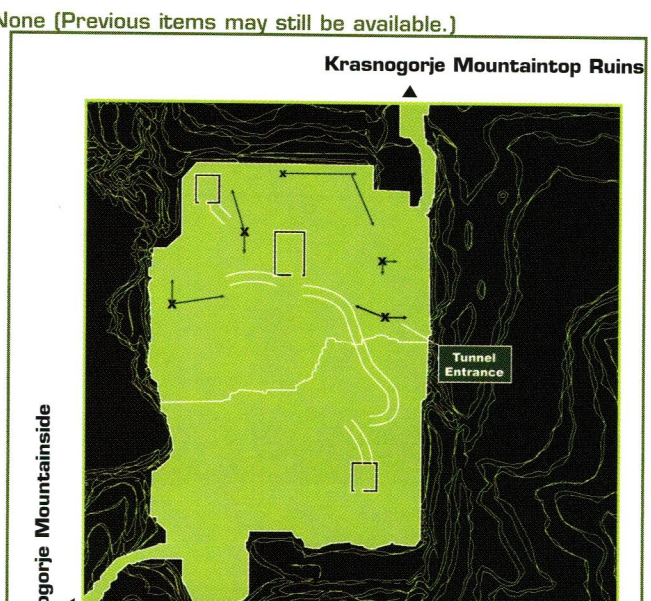


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KRASNOGORJE MOUNTAINTOP

ITEMS FOUND

None (Previous items may still be available.)



Retaking the Base

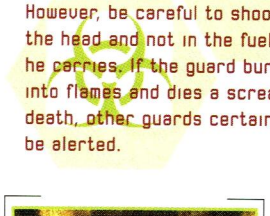


Additional guards patrolling near the anti-aircraft guns carry flamethrowers, and many guard routes have changed. The red door that **Key B** unlocks is almost directly south of the shack where Snake and EVA met up. Avoid detection and reduce game time by taking out only the guards standing between you and the door.

HUMAN TORCH

Shoot the flamethrower guard to the south near the anti-gun. However, be careful to shoot him in the head and not in the fuel tank he carries. If the guard bursts into flames and dies a screaming death, other guards certainly will be alerted.



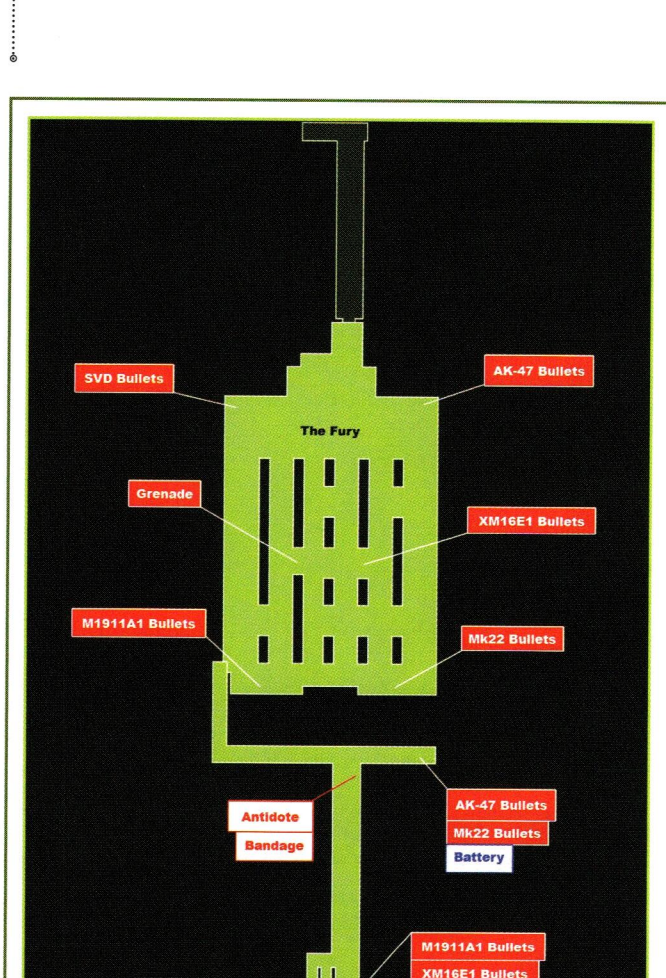


Climb over the ridge, drop down, and take out the guard on the ledge below with a CQC grab from behind. Drop down another level and go through the red door with the key from EVA.

GROZYNJ GRAD UNDERGROUND TUNNEL

ITEMS FOUND

- Grenades
- AMMO — M37 Bullets x16
- AMMO — M1911A1 Bullets x 21
- AMMO — XM16E1 Bullets x80
- Bandage
- Ointment
- AMMO — Mk22 Bullets x24
- AMMO — AK-47 Bullets x120
- BATT — Battery



Captain Inferno

Descend the stairs to the bottom level. Starting with the **Grenades** in the corner below the stairs, work your way inward, collecting the items listed above. Follow the corridor out to a balcony overlooking a chasm, then head around the west side to a ladder. Drop to the level below to encounter The Fury.



THE FURY

BATTLE-SPECIFIC ITEMS

- AMMO — SVD Bullet x120
- AMMO — M1911A1 Bullets x21
- AMMO — Mk22 Bullets x24
- Russian Glowcaps
- Grenades
- AMMO — XM16E1 Bullets x120
- AMMO — AK-47 Bullets

NON-LETHAL ALTERNATIVE

The Mk22 can be used exclusively during the battle against The Fury to deplete his Stamina in lieu of his Life gauge. Follow the same tactics outlined in the strategy but refrain from using more lethal weaponry. The Fire Camouflage can be found in the tunnel leading away from the battle after the victory cinematic.



Due to the weight of his spacesuit, The Fury plods slowly through the corridors looking for Snake. Use the Directional Microphone to listen for his heavy footsteps, which give away his location. Then lie on the raised north platform and snipe him with the Dragunov. Fire three or four shots at his head.



After giving your position away, stand up and get on the move. The Fury engages his rocket thrusters to pursue, but once he lands he is slow to turn. Run south in the area, and then north up another corridor. Avoid lingering near the south edge, because one of The Fury's goals in life is knock Snake off this ledge for an instant death. The idea is to stay away from the The Fury and attack from a great distance.



If you fail to outrun the flames, perform dive rolls to extinguish the fire on Snake's body. Treat burn wounds immediately so that your Health can recover while you set up your next sniper trap for The Fury.

If through your sniper scope you spot some exploding barrels near The Fury, shoot them to cause spaceboy some extra trouble.



OPERATION SNAKE EATER
ADAM AND EVA
BEYOND THE FOREST BASE
ESCAPE THE CAVE
WAREHOUSE IN THE MANGROVE
GRAMINY GORKI LAB
WOODLAND HUNT
ALPINE ASCENT
8 GROZNYJ GRAD
SHAGHOD
THE BOSS

8 | MISSION OBJECTIVE EIGHT: GROZNYJ GRAD



Finally, Snake penetrates Colonel Volgin's highly secured fortress of Groznyj Grad, the "Dreaded City." Security is tighter and more aware than in any area previously explored, and Snake's camouflage is weak throughout all areas. Snake enters the fortress through a maintenance hatch in the southwest quadrant. He must somehow penetrate the Weapons Lab's East Wing and locate Major Raikov. Once Snake identifies Raikov, he must follow the Major to a secluded location, overpower him, and steal his uniform. Wearing this convincing disguise, Snake should be able to fool the security guards posted at the entrance to the Weapons Lab's West Wing, where Doctor Sokolov is being held captive.

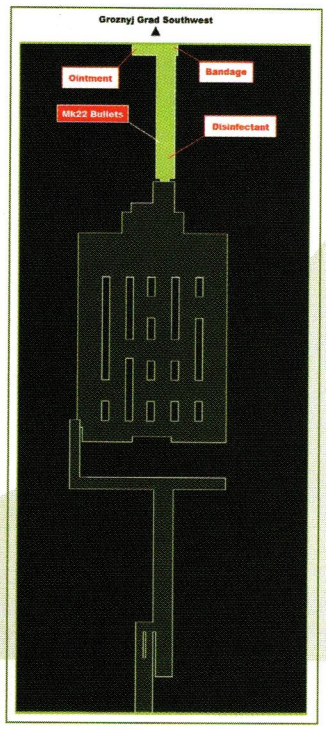
FOOD LIST: GROZNYJ GRAD

- **Calorie** Mate (C.MATE)
- **Rat** (RAT)
- **Russian** Rations (RATION)

GROZNYJ GRAD UNDERGROUND TUNNEL

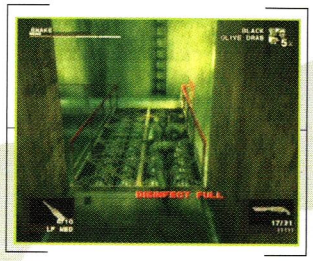
ITEMS FOUND

- Disinfectant
- Mk22 Bullet x24
- Bandage
- Ointment



Below the Fortress

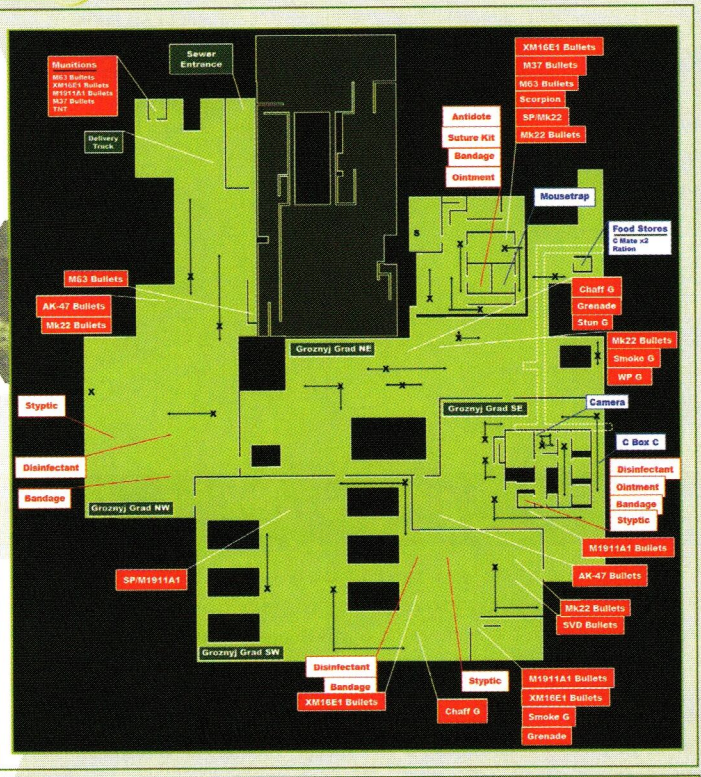
Proceed up the corridor from the collapsed wall and climb the ladder. Be sure to poach the rats before climbing up, because there are miniscule food resources in the fortress quadrants and interior areas. Groznyj Grad security is so tight that constant pest extermination is a major priority of all security staff.



GROZNYJ GRAD SOUTHWEST

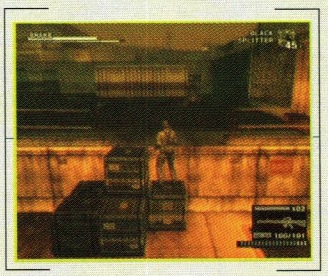
ITEMS FOUND

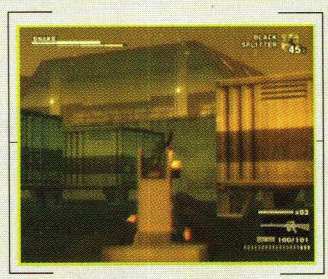
- AMMO — XM16E1 Bullets x80 (2 qty.)
- AMMO — M1911A1 Bullets x21
- Styptic
- Chaff Grenades (CHAFF G)
- Smoke Grenades (SMOKE G)
- AMMO — Mk22 Bullets x24
- Disinfectant
- M1911A1 Suppressor (SP/M1911A1)
- Grenades
- AMMO — SVD Bullets x40
- Bandage

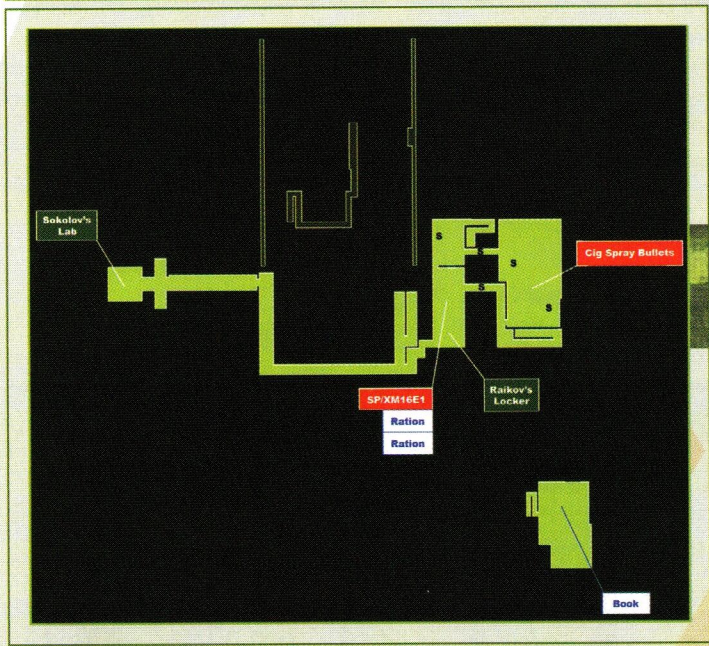


Getting into the Yard

Ignore the items under the platform to the left of Snake's hiding spot, and focus on the guard patrolling the aisle between the nearby cargo containers. Set the XM16E1 with suppressor to single fire, and take out the guard from Snake's initial position. Hold L1 while aiming to sight down the barrel, and aim for the guard's head. This way, he is less likely to discover you when you collect the multiple items under the platform. Scattered **medical supplies** and **ammo** are also hidden under many of the cargo containers parked in this area.

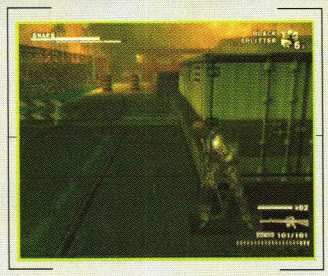




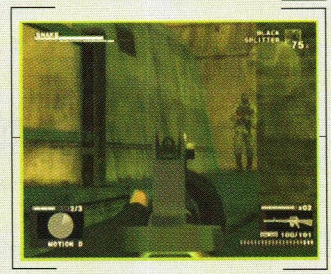


Proceeding in Grozynj Grad

Groznyj Grad's yards are wide-open spaces where Snake has severe trouble hiding in plain sight, even with decent camouflage. The best he can do is equip the Splitter Camo and Face Paint, and crawl on his belly through every area until all guards are neutralized.



Speaking of guards, the best method of passing through zones without triggering an alert is to snipe all the guards from a distance with the suppressed XM16E1 set to single fire. Hold L1 to aim down the barrel and also to gain a slight zoom on your target. Once all the guards and patrol dogs are eradicated, Snake can then blow up the food storage house and munitions depot. Then it's time to find a way to enter the Weapons Lab's East Wing.

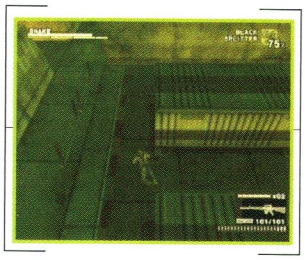


SUPPLY SHORTAGE

Demolishing the enemy's resources is important, because Snake must infiltrate in and out of Groznyj Grad for the rest of the game.

OPERATION SNAKE EATER
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7 | ALPINE ASCENT
8 | GROZNYJ GRAD
9 | SHAGOHOD
10 | THE BOSS

Taking Down the Southwest





Crawl to the bottom corner of the northwest trailer and equip the suppressed XM16E1. Look northwest to spot a guard patrolling around the hangar building, and take him out by aiming down the barrel.

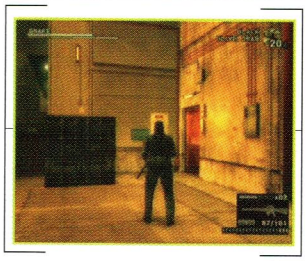
Move quietly to the southeast corner of the lowest hangar in the aisle's backside. Corner peek to see the status of the guards patrolling around the open-topped personnel truck. When you're able, crawl across the ground heading west, and creep under the truck. Continue belly creeping up to the front end of the vehicle. From this vantage point, use the suppressed XM16E1 to take out the two guards patrolling both sides of the roadway between the hangars. Do not overlook the **M1911A1 Suppressor** located on the armored transport parked just south of the north exit.

CHOICE OF EXPLORATION

With the northwestern quad now firmly under your control, there are options as to how to proceed. You can either explore all four outer areas of Groznyj Grad and the detention facility to the east, or you can opt for a more direct route with less enemy contact by trying to make your way into the Weapons Lab's East Wing. Doors on the north and west walls lead to other areas. And you can crawl through a small hole in the east wall to reach the southeast quadrant, where the detention facility is located.

While this walkthrough explores the details of all areas, it is not necessary to navigate them all. In fact, there is less likelihood of detection when you take the more direct route.

Entering the Weapons Lab





Snake has two possible ways to enter the Weapons Lab's East Wing. One choice is to proceed north through the northeast quad and locate a small, orange door just to the right of the massive hangar doors.

A less direct route is to infiltrate the northwest quadrant and make your way north to a truck parked near the munitions depot. Climb into the back of the truck unseen and equip Cardboard Box A, which you procured way back in Rassvet. When a guard sees the box marked "Weapons Lab: East Wing," he drives off in the truck and delivers the box to one of the storage rooms in the East Wing. Snake is then inside the facility. Naturally, this option is not available if you overlooked Cardboard Box A at Rassvet.

GROZNYJ GRAD SOUTHEAST

ITEMS FOUND

AMMO M1911A1 Bullets x21

Book

Cardboard Box C

Entering from the Southwest Quad





When entering from the crawl hole between the southwest and southeast quads, stay on your stomach and look north. Use the Motion Detector to help view the approach of a guard that patrols the south side of the detention building. Use the M1911A1 or Mk22 to take him down as he passes.

Grab the **M1911A1 Bullets** located near the stack of crates, and creep up to the southwest corner of the building. Peek around the corner and watch the patrol route of the guard watching the front of the building. When his back is turned, Snake can easily slip inside the detention center.

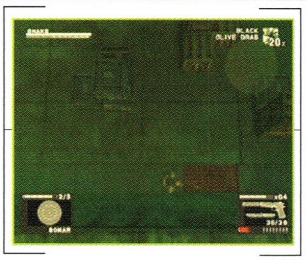
LEAVE THAT BOX ALONE!

As indicated on the map above, **Cardboard Box C** is located in the alleyway east of the detention center. Avoid acquiring the item at this time; if you take it now, you will not be able to obtain the item later...should you happen to be detained for a brief period.



Other Routes In





If you infiltrate this area from the northeast quad, enter via the southwest crawl hole and not the eastern door. If Snake steps through the eastern door in the north wall, two guards spot him almost instantaneously. Entering from the west, avoid detection by using the XM16E1 to take out the guards patrolling near the woodpile and along the south side of the detention building.

A series of storm drain ducts runs between the northeast and southeast quads. In the northeast quad's northeast corner, enter the storm drains via the open hatch on the provisions storehouse's north side. Crawl south, killing Rats for sustenance. Exit the duct via the opening on the north side of the prison building. Quickly take down the two guards patrolling to the north and east before you're detected.

Exiting



To proceed to the northeast quad without being detected, climb the ladder on the south side of the building. From the north edge of the rooftop, look down and quietly snipe the guard below. Then take out the guard patrolling near the woodpile to the west. The western crawl hole into the northeast quadrant is the safest and least visible route into the area.

TREAD LIGHTLY!

When you're moving along the east wall, walk quietly to avoid detection by the guard posted on the other side of the wall. If Snake's footsteps are heard, the guard begins making his way to the door in the north wall. If he continues to hear sounds from within southeast quad, he eventually enters to investigate.



GROZNYJ GRAD TORTURE ROOM

ITEMS FOUND



Disinfectant



Styptic



Bandage



Ointment



Suture Kit

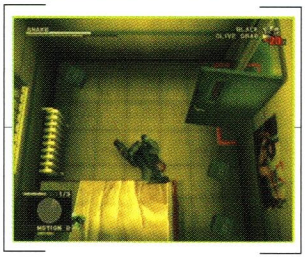


Camera

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10 THE BOSS

A Place of Obvious Sadism

Change into Olive Drab Camouflage and crawl as often as possible to avoid detection by the two guards currently posted in this area. Head south from the entrance, and enter the west door to find a bedroom full of **medical supplies**.





Exit the bedroom quietly, and crawl up the east side of the corridor to the corner. Through the bars on the window, snipe the guard inside the office with a headshot. Open the office door quietly by pressing the Action button (△), and collect the **Camera** in the north corner of the room. There are no other items in this area, so you can ignore the guard patrolling in front of the cells.

GROZNYJ GRAD NORTHEAST

ITEMS FOUND

- Stun Grenades
- Grenades
- Chaff Grenades (CHAFF G)
- AMMO — Mk22 Bullet x24
- Smoke Grenades (SMOKE G)
- White Phosphorus Grenades (WP G)
- Calorie Mate (C.MATE)(2 qty.)
- Russian Ration

The Guards Around the Bunker

The Weapons Lab East Wing's entrance is an orange door partially hidden behind a large crate to the right of the massive hangar doors. To reach this door, you must take down several patrolling guards without letting them see each other fall. First, neutralize the two guards patrolling on either side of the area's south bunker, depending on your route of ingress.



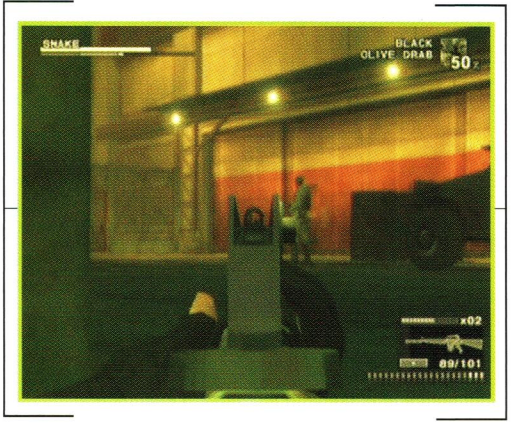




You can easily take out the guard patrolling east of the bunker by using CQC grabbing tactics or a bullet in the back of his head. Just be sure to take him down as he leaves the south point of his route and is headed north up the alley.

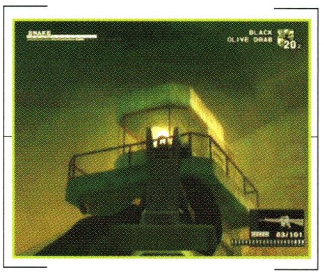
The guard that checks the boxes stacked west of the bunker is trickier. The best method to deal with him seems to be lying flat at the southwest corner of the bunker and sniping him with the XM16E1 as he rounds the corner of the middle crate stack.

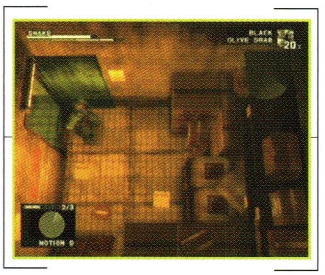
Guard by the Lab Entrance



One guard patrols the area around the armored cars parked just below the lab entrance. If you want to sneak straight into the lab without hesitation, then there really is no need to take him out. But if you intend to work your way northeast and take out the food storehouse located there, then eliminate this guard for safety. Also kill him if you want the freedom to jump into the armored transport vehicles to obtain numerous **grenades** and **ammunition** located there.

Destroying the Provisions Storehouse





More guards patrol near the crates and the bunker to the east. Remove them with a little XM16E1 sniping. The spotlights searching the path leading north cannot detect Snake, but they can reduce his camouflage enough to allow the guards to spot him easily. Shoot out the spotlight near the bunker. Then lie flat in the darkness you have created to snipe the guard patrolling in front of the food storage building.

Collect the **Calorie Mates** and a **Russian Ration** in the storehouse, and set some TNT charges to blow the building. Hunger now drives the guards throughout Groznyj Grad to reveal their locations; it's easy to distract them by tossing food and rations into their paths. Hungry guards eat rotten and poisonous foods to their own detriment.

GROZNYJ GRAD NORTHWEST

ITEMS FOUND

- Disinfectant
- Styptic
- Bandage
- AMMO Mk22 Bullets x24 (2 qty.)
- AMMO AK-47 Bullets x120
- AMMO XM16E1 Bullets x80
- AMMO M63 Bullets x400
- AMMO M1911A1 Bullets x21
- AMMO M37 Bullets x16
- TNT

A Long Stretch North





The best way to enter this area is via the door between the northeast and northwest quadrants. With an armored truck parked just a foot away, Snake can easily drop to the ground and crawl under the truck without being noticed. The south entrance allows Snake to hide behind some boxes, but moving northward unseen is more difficult.

This area is actually quite easy to traverse. Simply run north along the east wall when guards are not looking. A patrol dog sleeps on an area surrounded by metal plates, but as long as you avoid stepping loudly on the metal you can easily bypass him.

However, the guard patrolling north-to-south near the sleeping dog's location is problematic. You must take him out with a long-distance snipe.

The Ammo Dump



The guard patrolling near the munitions dump can be easily taken down by crawling under the parked truck and sniping him from the front end. Once all the guards in the north area are downed, enter the munitions dump and stock up on all sorts of **ammo** contained therein. Plant TNT charges and blow the munitions dump to reduce the enemy's combat capabilities. If guards remain in the south area, a Caution signal occurs and the guards come to check out the problem. Snipe them as they come your way, or jump into the nearby truck to hitch a ride.

SNAKE'S BEST FRIEND?

If you attempt to take the guard at close range or fire even a suppressed weapon anywhere near the dog, the animal awakens and leaps on you in a second.

Truck Ride

Climb into the back of the truck parked a few yards southeast of the ammo depot, and equip Cardboard Box A. A guard immediately notices the location marked on the box, and decides to return it to its proper area. Snake buys a ticket directly inside the Weapons Lab's East Wing.



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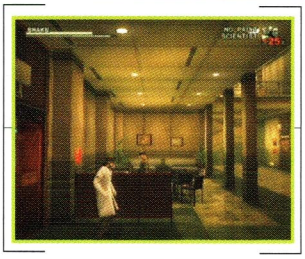
GROZNYJ GRAD WEAPONS LAB: EAST WING

ITEMS FOUND

- Suture Kit
- Ointment
- Antidote
- Bandage
- Book
- M63 Bullets x400
- M37 Bullets x16
- XM16E1 Bullets x80
- Mk22 Suppressor (SP/Mk22)
- Scorpion Sub Machinegun (SCORPION)
- Russian Ration (2 qty.)
- XM16E1 Suppressor (SP/XM16E1)
- Cigar Spray-Bullets x5

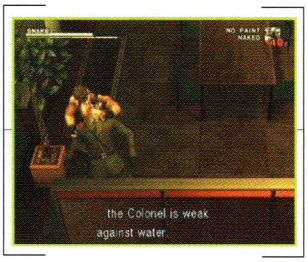
Disguised Inside the Weapons Lab

Whether you entered the area by hook or by crook, equip the Scientist Camouflage (and no face paint) for another spy mission in an enemy facility. Avoid the scientists in the northwest library on the first floor, as well as the team working in the lab on the second level.



Raikov's Path



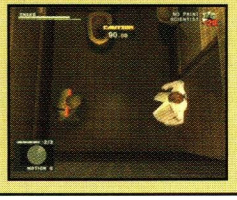


Major Raikov's starting point is inside the weapons lab area on the upper level. Exiting there, he moves down the south stairs and then heads north up the center to the stairs at the north end. Ascending the other stairs, he moves through the file room south into the locker room. He basically waits there until you sneak up behind him—grab him and drag him south to the lockers.

When you sneak up behind Raikov in the locker room, first check the area for a scientist that sometimes pokes around in this room. Because the scientist normally stands north behind Raikov, use a Cigar Gas-Spray on him first and then take down the Major.

IS THIS STALL TAKEN?

If an alert is sounded, Raikov hides in the bathroom stall in the northeast part of the lower level. If you enter his area, he may issue orders or punch you, motivated by his own sadistic impulses. Maintain your disguise around the Major until he is in the upstairs locker room and prime for a takedown.



Disguised As Raikov

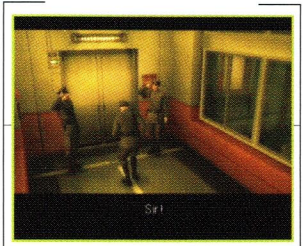
After Snake secures Raikov in a locker, enter the Survival Viewer and equip the Mask and the Officer Camouflage. Dressed as Raikov, Snake can now go anywhere and be respected as a high-ranking officer. This means you can go downstairs and walk directly into the locked area containing **ammo** and the **Scorpion** sub machinegun.





Scientists ignore Raikov completely, but guards pause and salute. When a guard salutes, face him and press the Action button (△) to return the salute. The soldier continues to hold the salute until you leave his area. Failure to return a salute or holding a salute for too long causes guards to become suspicious.

Another Rescue Failed



When you're ready to proceed, head through the southwest door near the locker room on the upper level. Move through the next two corridors toward the sentries posted at the entrance to the West Wing. The sentries allow "Major Raikov" to pass into the area where Sokolov is held.

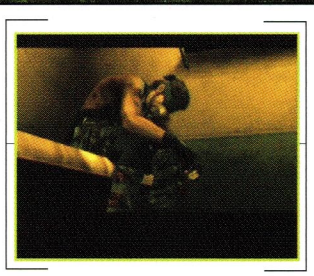
GROZNYJ GRAD TORTURE ROOM

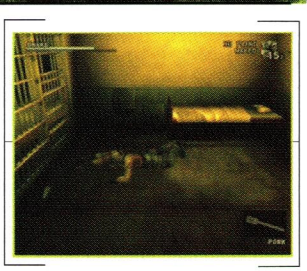
ITEMS FOUND



Fork

Prison Breakout



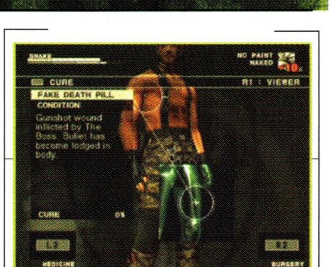


Following some rather unfortunate events, Snake finds himself naked in a jail cell near the Torture Room area. A lone, inept guard patrols the corridor outside. Snake must find a way to outsmart the guard and break out of the detention area.

A **Fork** has been left in the lower corner of the cell. When the Fork is used to attack animals or other food sources, such as the Rat scurrying around the cell, Snake eats the rat instantly. The Fork can also be used to attack in a fashion similar to the Survival Knife.

Escape the Cell

The guard has a cold and a stomach virus, so Snake cannot remain here for very long without catching these ailments. The following paragraphs summarize your options for escape. Note that our preferred method is described under the next heading, "The Best Escape Method."



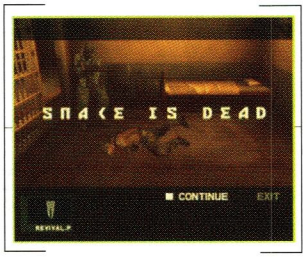
FUN WITH JOHNNY

While you're incarcerated, there are several ways to mess with the guard's mind. When the guard patrols other areas, crawl under the bed and hide. At first, the guard freaks out when he cannot see Snake in his cell, but he then crouches and spots Snake under the bed. Performing any actions in the cell, such as punches or dive rolls, elicits an almost mocking response. Wherever the guard is patrolling, you can always draw him back to the cell and aggravate him by pressing your back against the bars and knocking [press [O]].



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Although no red appears in Snake's health bar, open the Cure screen to view his status. A Fake Death Pill is lodged in Snake's leg. Dig it out with the Fork to obtain the pill. Additionally, Ocelot stabbed a transmitter into Snake's back during the scene. Remove the transmitter unless you wish for the guards to follow your every movement for the rest of the game.





Option 1: When the guard is nearby, use the Fake Death Pill to collapse. Although the continue screen appears, the item window can still be opened and you can use items. When the guard notices that Snake is "dead" and opens the cell door, take the Revival Pill implanted in Snake's tooth and overpower the guard.

Option 2: If you pressed R1 at a certain moment during the previous scenes, you may have glimpsed a bizarre individual waving a card bearing a number in the air. Dial that frequency on the radio to open the jail cell door. The guard rushes into the cell, and CQC is not available to Snake without the Survival Knife. Take him to the ground with punches or fork him to death.

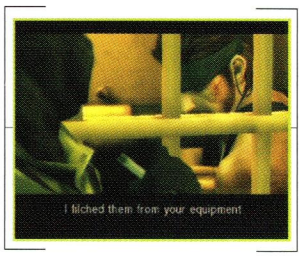
With either of the two methods listed above, keep in mind that, unless Snake kills the guard, an alert is triggered that lasts throughout Groznyj Grad as Snake tries to escape.

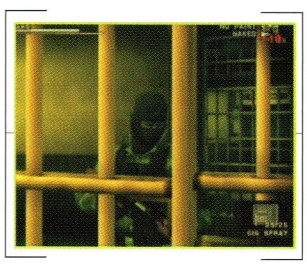


Option 3: The guard tosses various food items into the cell after he comes out of his post across the hall. Position Snake in front of the window through which the guard throws the items, and toss the items out of Snake's cell in First Person View. When the guard spots the items on the ground, he consumes them. If he consumes rotten food, his stomach seizes up and he is driven to the bathroom. Now you can open the cell door by dialing the radio frequency as described above. Follow the guard into the restroom down the hall and take him out on the can—if you enjoy that kind of thing.

The Best Escape Method

Another method is far more complex, but it allows you to view additional cinemas. Toss the food items into the corridor as described above. After the guard consumes three or four items, an additional scene between the guard and Snake occurs. During the scene, press R1 when the icon appears to view the backside of the guard's photo. The radio frequency that opens the jail cell door is written on the back of the picture. This scene is additionally beneficial because the guard unknowingly passes Snake his Cigar Gas-Spray weapon.







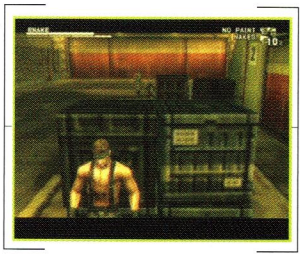
After the scene, the guard stands outside the cell, staring in. Move close to the bars and use the Cigar Gas-Spray to knock him out. Then open the cell door using the radio frequency. Unlike other enemies and NPCs, the guard does not stay unconscious long. Either fork him until he's dead or beat him unconscious the next time he rises. You cwan shake the guard (if he's only unconscious) to obtain **Smoke Grenades** and **Instant Noodles**.

Sneaking Out of Groznyj Grad

With the Cigar Gas-Spray, Snake can now exit the building and knock out the guards surrounding the detention building. Without the spray, Snake must sneak from area to area unseen, which is extremely difficult. Be doubly sure to climb the ladder up to the rooftop, and knock out the new guard that keeps lookout from above. Remember to obtain the Cardboard Box C from behind the prison building. Also note that this item is available only in the back alley if you did not collect it previously. Other items are not available in their usual spots at this time, so don't waste time scavenging.









Use the crawl hole west of the prison building door to crawl through to the northeast area. Move quietly west, wait for the guard who patrols near the crates to come and go, and then dash to the western door that leads to the northwest area.

Make your way along the east wall to the north part of the area, being careful to tiptoe past the dozing patrol hound. Follow the wall directly north to an enclosed area. Crawl under the pipes to an open hatch.

GROZNYJ GRAD SEWERS

ITEMS FOUND

- Life Medicine (LF MED)
- SAA Bullets x18 (2 qty.)
- Russian Ration (2 qty.)
- Styptic
- Instant Noodles (NOODLES)

Wading in Muck

After a call from EVA, descend the stairs and collect the **Life Medicine**, **SAA Bullets** and **Russian Ration** before continuing north. Equip Snake with the SAA to protect him against patrol dogs throughout the sewers. Because Snake's backpack is still missing, throw out lesser food to obtain the better food sources in the area.

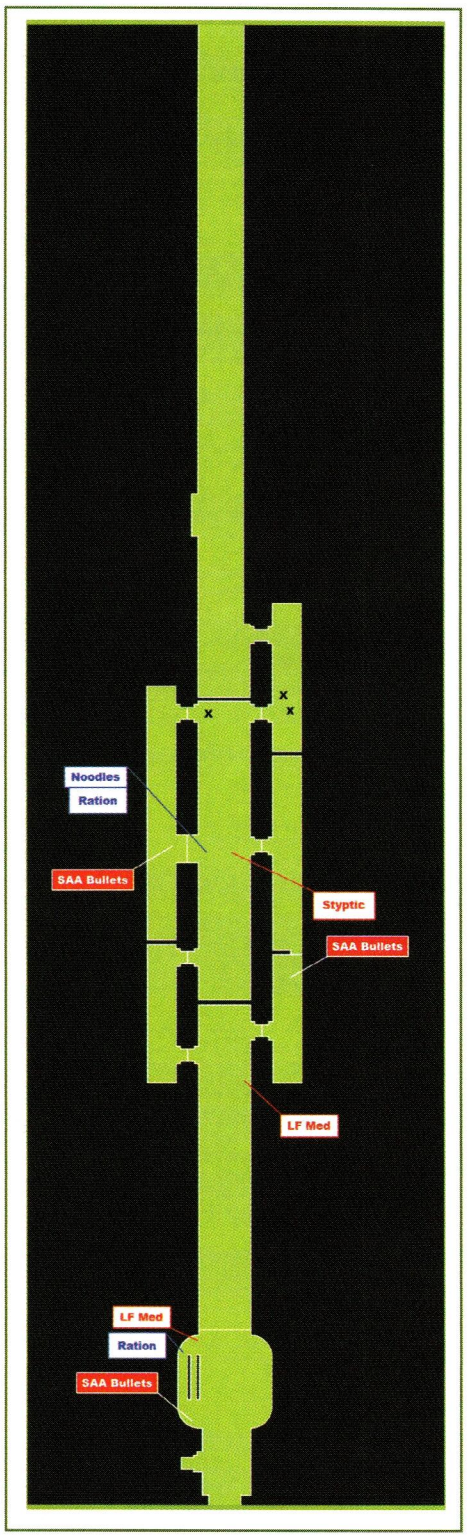


Proceed up the west wall of the tunnel until you reach a crawl hole. Creep through the hole and continue north until bars block the path. Then crawl back to the center tunnel, and jump into a deep section of water to obtain the remaining items in the list above.



Continue north, using the SAA to kill dogs that attack, and keep moving toward the sunlight at the end of the tunnel to escape Groznyj Grad.







THE SORROW

BATTLE-SPECIFIC ITEMS

None

This "battle of wills" is unique in that there is no way to damage the boss. The encounter is mainly event driven, and your objective is to wade upstream continuously.



Every guard, boss and NPC you have killed appears during the battle. Therefore, this battle ostensibly will be longer or shorter depending on how many enemies you snuffed out. If the bosses are the only enemies you killed, then they appear one after another and that is all. If your body count is high, this event could prove to be quite a time-eater. Notice that The End's parrot appears if you blasted it during the previous boss fight.



Staggering past Snake, some of them notice his presence and attempt to retaliate from the spirit world. If a ghost manages to touch Snake, a small amount of his health is drained. Move left and right in the stream to outmaneuver ghosts and keep them from touching you. Use the SAA to shoot ghosts that get too close. While there is no way to kill a ghost, the blast serves as a disruption that causes the creature to pause. Use the opportunity to continue upstream out of harm's way.



Occasionally The Sorrow emits a translucent tendril in Snake's direction with the intent of knocking him down. The attack itself inflicts no damage, but if Snake is knocked down in an area crowded by the dead, then he may lose several wisps of life while rising. Do your best to walk around The Sorrow's tendrils as you outmaneuver the ghosts.



When Snake reaches the skeleton at the end of the stream, his remaining life is instantly drained and the continue screen appears. Do not be fooled; this is merely a ruse of The Sorrow. Open the item menu and use a Revive Pill to continue the game.



9 | MISSION OBJECTIVE NINE:
SHAGOHOD



Although beaten, tortured and forced to make a desperate escape, Snake's resolve is only reaffirmed by the horrors he faced inside Groznyj Grad. After radio communication with EVA, he must proceed north along a stream to rendezvous with her at a waterfall. Ocelot Unit soldiers may be searching the falls area for him. Armed with only an SAA Colt Action Army revolver, Snake must make every shot count. After reuniting briefly with EVA, Snake reclaims his equipment and navigates through a tunnel back to Groznyj Grad. Following a much shorter infiltration route, Snake sneaks inside the Main Wing of the base. Somehow he must plant four C3 charges on the full tanks surrounding the Shagohod and destroy the monstrous weapon before Volgin can use it!

FOOD LIST: SHAGOHOD STAGE

- **Maroon** Shark (FISH B)
- **Arowana** (FISH C)
- **Tree** Frog (FROG B)
- **Siberian** Ink Cap (MUSHROOM C)
- **Russian** Glowcap (MUSHROOM E)
- **Instant** Noodles (NOODLES)
- **Rat** (RAT)
- **Russian** Ration (RATION)
- **Vine** Melon (VEGETABLE)

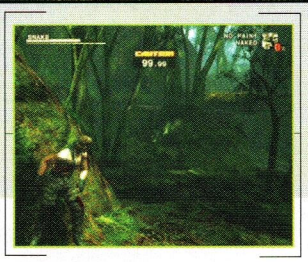
TIKHOGORNYJ

ITEMS FOUND

None

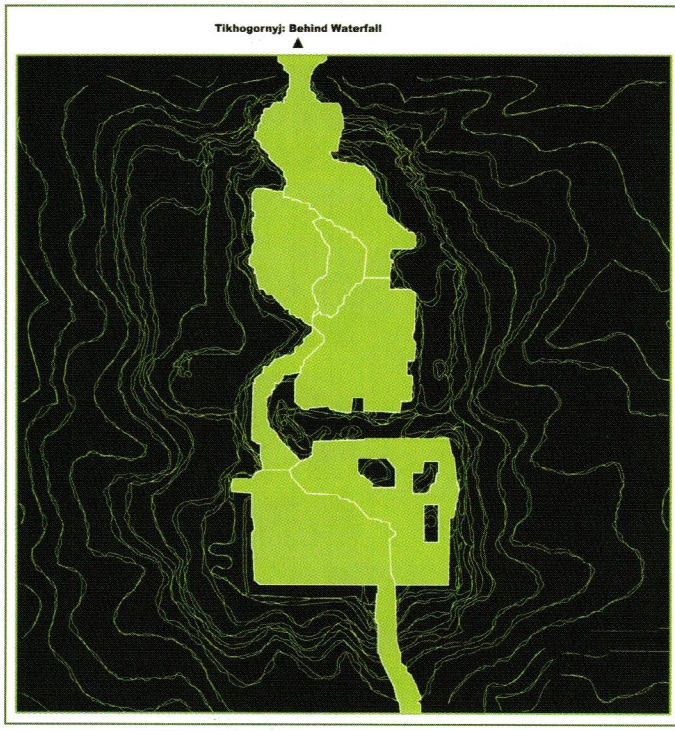
"Hunted" or "The Peaceful Woods"

If the transmitter was removed from Snake's body prior to this stage's opening, then Snake can proceed north toward the waterfall in peace. However, if the transmitter was never removed, Ocelot Unit soldiers continuously scour the gorgeous landscape, looking for Snake.





Remove the transmitter as soon as possible. Hold L1 and aim the SAA at the soldiers' heads to kill them swiftly. Soldiers appear four at a time in the area near the waterfall as long as the transmitter remains lodged in Snake.

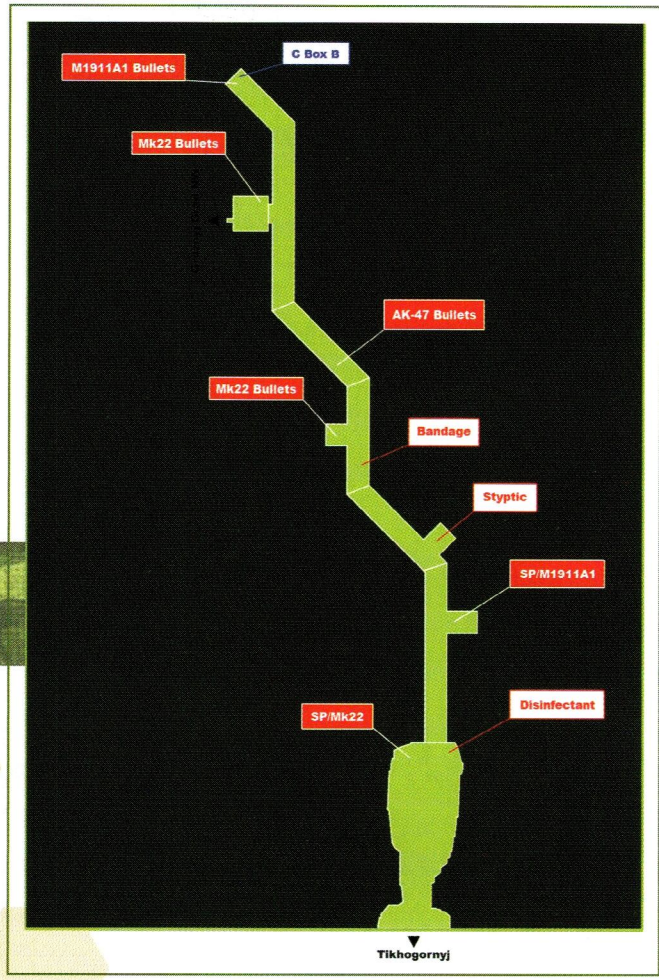


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TIKHOGORNYJ: BEHIND WATERFALL

ITEMS FOUND

- Disinfectant
- M1911A1 Suppressor (SP/M1911A1)
- Styptic
- Bandage
- AMMO — Mk22 Bullet x24
- Cardboard Box B
- AMMO — M1911A1 Bullets x21
- Mk22 Suppressor (SP/Mk22)

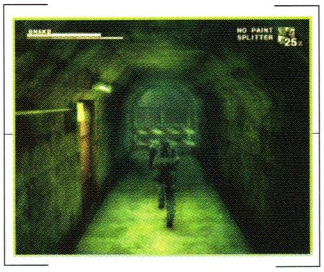


Reclaiming Equipment

At the waterfall, follow the path around the pond to the right side of the falls, and enter the cave behind the falls to meet EVA. She returns all of his equipment to him, and she hands over **C3** to use in Shagohod's hangar along with **Key C**, which unlocks the corridor door in Groznyj Grad's hangar area.



A Very Useful Box



Collect the **Mk22 Suppressor** and **Disinfectant** in the cave, and then proceed through the tunnel, collecting additional items along the way. When you arrive at a door, continue a little further up the corridor to obtain some **M1911A1 bullets** and **Cardboard Box C**. This box enables Snake to enter Groznyj Grad's Main Wing with little effort. Go through the door and climb the ladder.

SPIRIT CAMOUFLAGE

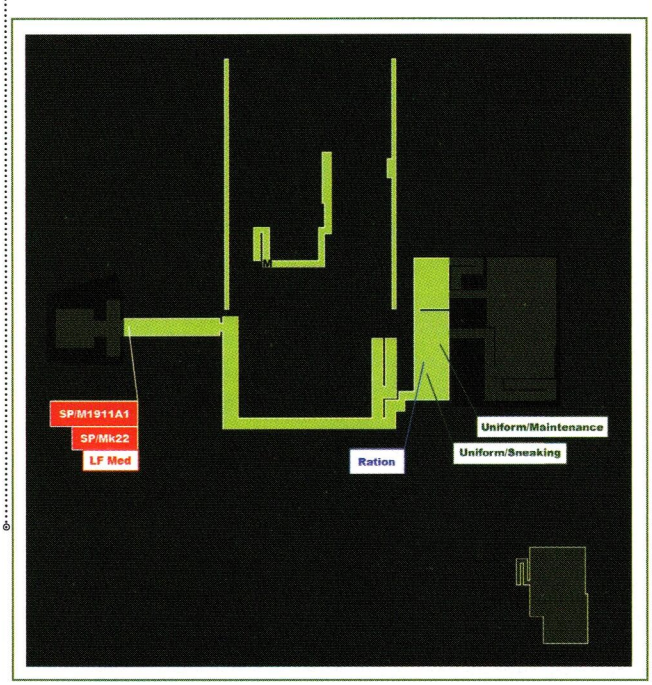
While equipping the proper camouflage, you might be surprised to see the Spirit Camouflage among the available options. This ghostly camo was awarded during the encounter with The Sorrow.

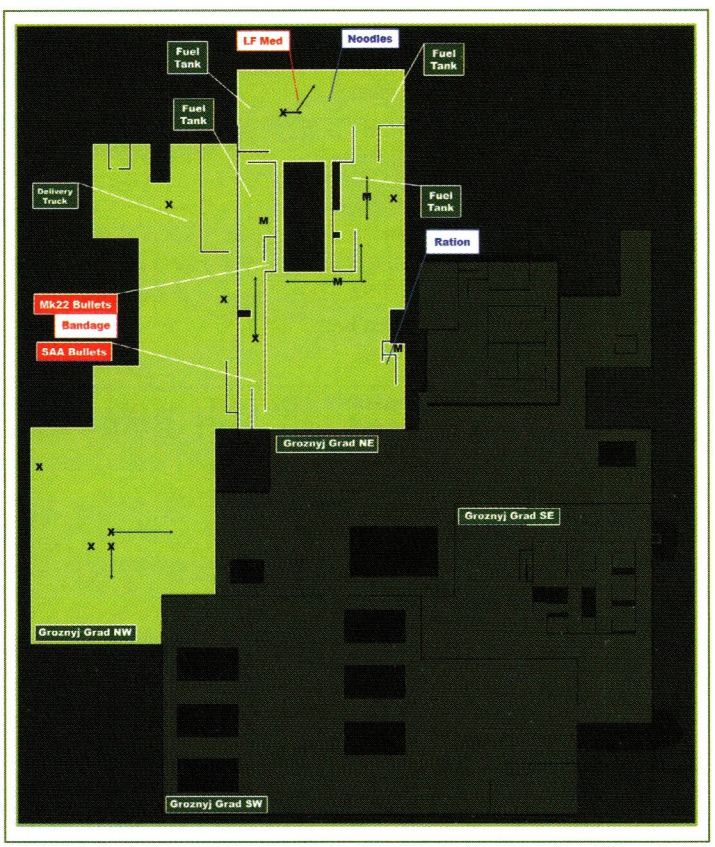


GROZNYJ GRAD NORTHWEST

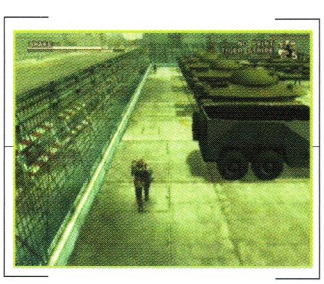
ITEMS FOUND

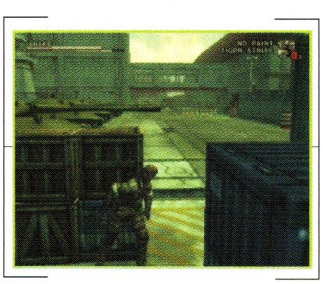
None (Same items as previous stage)





Greater Numbers



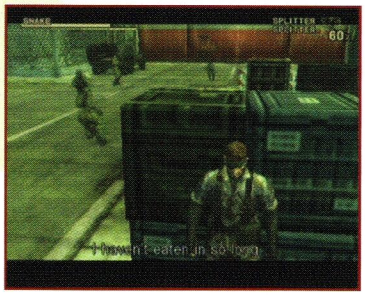


Additional soldiers patrol this area, including one guard that moves from tank to tank, checking under the treads. Navigating through this area becomes a little tricky and the threat of detection is slightly higher, but it's still possible to slip through unnoticed. Change back into the Splitter Camouflage and Face Paint to cloak yourself as much as possible. Move downward from Snake's initial hiding spot to the south wall, then head east to the door. Proceed north behind the armored truck transport. Following this wide path, Snake should be well out of the guards' sight range even though he runs in the open.

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DON'T MESS AROUND!

Due to increased troops patrolling every area, including a few performing some off-the-wall exercises, we recommend that you avoid exploring Groznyj Grad unless you badly need ammo or medical items that are in terribly short supply.



Get Back on the Truck

A guard posted on the nearby spotlight tower may spot Snake if he runs out in the open. Dash northward, hugging the east wall to avoid being seen. Upon reaching the corner behind a small stairway, crouch for a moment and check the position of the guard patrolling around the armored truck on the other side of the quad. If he is looking east, avoid moving until he turns and walks away.





Move onto the metallic area where the patrol dog is still dozing, drop to the ground, and crawl to avoid being seen or heard by the mutt. Crawl over to the cargo truck parked in the north section of the area, climb into the back, and equip Cardboard Box C for easy access to the Shagohod hangar.

GROZNYJ GRAD WEAPONS LAB: EAST WING

ITEMS FOUND



UNIFORM/ SNEAKING



UNIFORM/ MAINTENANCE

Snake Needs a New Pair of Shoes

Although Snake can easily infiltrate the Shagohod hangar, that doesn't mean he can move without being seen. The hangar's colors are like no other in the game, meaning Snake sticks out like a sore thumb no matter where he hides. Because the scientists are off duty today, Snake cannot rely on his usual disguise.







Either on your way through the building or after arriving in the hangar via cardboard box, head to the locker room on the second level of the East Wing to acquire new camouflage. Inside the locker where Raiden's...uh, *Raikov's* body was stashed, open the door to find the **Sneaking Camouflage**. This camo reduces damage and Stamina consumption by half, making it very useful for the rest of the game.

The items you previously found in this area have returned, just in case you wish to check the other lockers for items. The **Maintenance Camouflage** is in the second locker from the north, on the east side of the area. This uniform allows Snake to masquerade as one of the technicians currently working to prepare Shagohod for its final test.

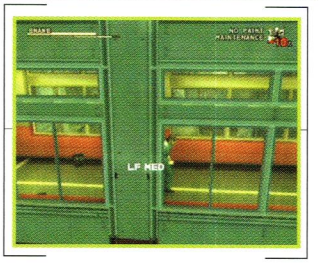
GROZNYJ GRAD WEAPONS LAB: WEST WING CORRIDOR

ITEMS FOUND

- Life Medicine (LF MED)
- M1911A1 Suppressor (SP/M1911A1)
- XM16E1 Suppressor (SP/XM16E1)

Discarded Items

Return to the crosswalk where Snake had to pose as Raikov to get past security. Someone has left several useful items at the west end of the corridor, including an always-useful **Life Medicine**.



GROZNYJ GRAD WEAPONS LAB: MAIN WING

ITEMS FOUND

- AMMO SAA Bullets x18 (2 qty.)
- AMMO Mk22 Bullets x24
- Instant Noodles (NOODLES)
- Russian Ration (RATION)
- Life Medicine (LF MED)

Passing for a Tech







Wearing the Maintenance Camouflage and no face paint in the Shagohod's hangar, Snake can move unnoticed by the guards. Just avoid any hassles or beatings by trying not to bump into them. Maintenance workers, on the other hand, are a problem. Much like the scientists, all the technicians know each other and quickly recognize Snake as an impostor. The outcry they raise draws the attention of the guards. If ever a maintenance man is dangerously close to blowing your cover, quickly equip the Cigar Gas-Spray and tranquilize him. Otherwise, simply turn your back to him until he loses interest and walks away.

The only place where discovery might be a problem is where the maintenance man works very close to the fuel tank located directly west of the Shagohod. Be sure that the guard patrolling south of this location is not looking, and then tranquilize the technician before you apply the C3.

In all other cases, be sure that patrolling guards are not looking your direction when you attach C3 to the fuel tanks, or they trigger the alert status instantly. If guns are fired at the fuel tanks, it could result in an explosion that ends the game instantly. As with the TNT, press Snake's back against one end of each gas tank and press ▢ to set the bomb. Set C3 charges on the four gas tanks, two on either side of the Shagohod.

CHECK UNDER THE TRUCKS

A **Life Medicine** and **Instant Noodles**, two powerful recovery aids, are hidden under the trucks parked at the north end of the hangar. In light of events about to occur, you cannot pass these up. Just be sure that no guards are looking when you lie prone and crawl under the trucks, or things could quickly get ugly.



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NON-LETHAL ALTERNATIVE

Volgin can be defeated using nothing but the Mk22. After each of his attacks, move into position behind him or off to his side, quickly equip the Mk22, and fire at him from the hip. Snake can often get in two hits before Volgin counters. Pick up the extra bullets from the northwest corner of the chamber to remain well armed. Snake acquires the invaluable **Cold War Camouflage** for his efforts.

VOLGIN



BATTLE-SPECIFIC ITEMS

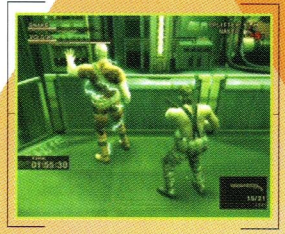
- AMMO — XM16E1 Bullets x80
- AMMO — SAA Bullets x18
- AMMO — AK-47 Bullets x120
- AMMO — M1911A1 Bullet x21





First off, remove the Maintenance Camouflage so that Snake can equip weapons. Equip the M37, but only for a second. Equipping any weapon causes Volgin to prepare an electric attack in which he draws a bolt of lightning across the area. If the bolt contacts Snake, it delivers only a mild amount of shock damage. But if the bolt contacts Snake while he is equipped with a gun in hand, all the ammunition in the gun goes off, damaging Snake terribly.



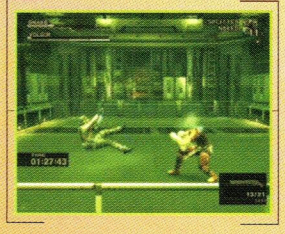


Quickly equip and unequip the M37 to bait Volgin into performing an electric attack. Avoid his emission and run past him to face his back. Tap R2 again to equip the shotgun, and blast Volgin from behind. Quickly holster the weapon and run away before Volgin attempts a punching attack. This is one character you do not want to fight hand-to-hand. Repeat this strategy of baiting Volgin into performing his electric attack, and then run behind him to deliver a blast to his back.

When Volgin turns to draw energy from the electric panel in the corner, run up behind him and unload the shotgun into his back. That's what he gets for assuming too much of you. It should take only two or three shotgun blasts to his back to end the battle's first stage.



Whenever Volgin clasps both hands in the air, he is about to fire a rapid stream of bullets. To dodge his shots, run back and forth to Volgin's left or right. In the second half of the fight, Volgin gains a new attack in which he creates electric bolts between his hands and then fires bullets in all directions. This attack is simple to avoid simply by laying on the ground at an angle diagonal to Volgin. That is to say, if you and Volgin are facing each other head-on when he begins this attack, move a few feet left or right to a 45-degree angle to him and lie flat on the ground. Volgin's bullet attack should miss you completely.



Treat wounds as necessary so that your health continuously recharges. Volgin does a lot of posturing and electricity charging during the battle. Use the few seconds he allows to run to the other side of the area and take a knee.

Escape from Groznyj Grad

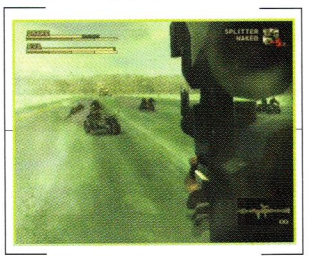
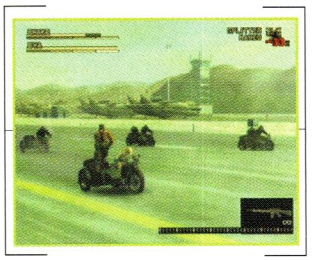
EVA and Snake jump on her motorcycle and attempt to escape. The amazing thing about this cinematic sequence is that you get to fire from the sidecar with unlimited ammo! Equip the M63 and blast the soldiers in all directions. Whenever EVA stops, enter First Person View and eliminate all the soldiers in the area. Release R1 whenever EVA continues driving, because you do not want to miss the chase sequences!

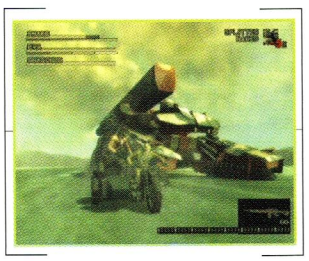
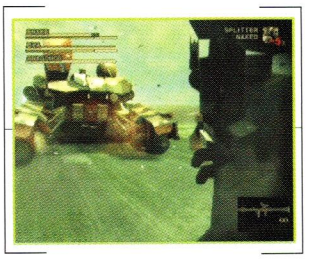




Barreling Down the Strip

As the action moves to the runway, equip the RPG-7 and use it to take out the majority of the motorcycle pursuers. Aim low toward the motorbikes' front wheels to blow the riders off their machines. As you aim, center the target motorcycle on your screen and then hold L1 to aim more accurately through the scope. The RPG fires a single rocket, and Snake reloads the weapon very slowly. Speed up the pace by double tapping R2 to perform a tactical reload after each shot.

Finally, the Shagohod itself plows through the last pursuers and tries to slam into the motorbike. Shoot the screw treads under the behemoth to slow it down. When Volgin fires rockets, toss a Chaff Grenade to confuse their tracking, and shoot them out of the sky with the M63.

Blowing the Bridge Struts

As the Shagohod plows across the bridge, look through the Dragunov's scope and find the charges EVA planted under the bridge. Thermal Goggles can help you locate them, but each charge bears a flashing red light that is hard to miss. Follow EVA's directions for aiming, and shoot the charge furthest out first. Then find the second charge in the scope and wait for EVA to give the order. A dangling beam swings back and forth in front of the second charge. When the beam swings away, fire!



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SHAGOHOD



SPECIFICATIONS

DESIGN:	Sololov / Granin Design Bureau
IN SERVICE:	Unknown
YEAR OF DEVELOPMENT:	1961
CREW:	2
COMBAT WEIGHT:	152.5 tons
OVERALL LENGTH:	22,800mm
HEIGHT:	8,200mm
WIDTH:	6,400mm

ARMAMENT

12.7-mm DShKM Heavy Machine Gun (300 rounds) x 2

12.7-mm DShKM AA Machine Gun (360 rounds) x 1

100-barrel Machine Gun pod x 1

9K112 Kobra Surface-to-Air-guided Missile x 6

SS-20 Saber-class nuclear missile x 1

Maximum speed: 80 kph

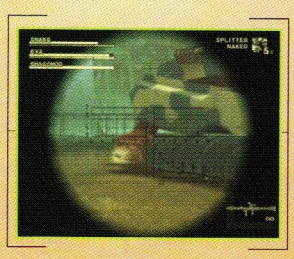
Range: 650 km

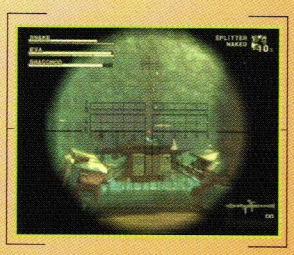
BATTLE-SPECIFIC ITEMS

None

EVA continues piloting the motorcycle in circles around the spinning Shagohod. Immobilize the machine by firing RPG-7 rockets at its treads. When Volgin complains that he cannot move, EVA then pilots the bike to the rear side of the Shagohod and stops. Aim for the damaged and smoking section at the back of the Shagohod's head, and fire one or two rockets. Use the scope to aim all of your shots, and use tactical reloads to prepare the weapon quickly, rather than waiting for Snake to do it manually. When the Shagohod fires a volley of missiles, quickly toss a Chaff Grenade to confuse their targeting, and switch to the M63 in an attempt to blow them from the sky.







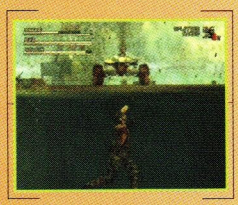
VOLGIN

BATTLE-SPECIFIC ITEMS

None



The final battle against the Shagohod begins with Volgin atop the metal hulk, chasing EVA around on her motorcycle. Run to the outside edge of the area and grab one of the mounted weapons. Fire a barrage of bullets with Volgin himself as your target. When the madman loses interest in EVA and comes after Snake, release the weapon and try to dodge roll out of the Shagohod's path.



Once Volgin's sights are trained on Snake, it's time to dodge a series of devastating attacks. Volgin fires two machine guns on the machine's front, which wave back and forth in consecutive arcs. Avoid this attack by running directly away from the Shagohod, even if it means dropping over the side of the cliff and hanging from the edge. At least the machineguns cannot hit you while you're hanging.



When the Shagohod's central rapid-fire flak gun emits a constant stream of fire, run to the left or right and don't stop for anything. Running in a circle around the Shagohod, Snake should be able to stay just a few steps ahead of the flak storm. So much running depletes quite a bit of Stamina, so eat when necessary.



Volgin may also fire missiles at Snake; start running and toss a Chaff Grenade to throw off the missiles' tracking. Continue running in a circle, and dive-roll as needed to avoid the explosions.





Volgin might repeat these attacks several times, but as long as you focus on dodging all of them, no harm can come of it. Finally, the moment of truth comes when Volgin shouts, "I'll grind you to dust!" At this point, he attempts to run over Snake with the Shagohod. It may sound crazy, but *run right at him!* Between the treads and the center of the machine is a gap tall enough for Snake to pass through, allowing Snake to run right under Shagohod! Volgin pauses soon afterward. Whip around and equip the sniper rifle. Aim at the back of Volgin's head and fire as many times as you can. With good timing, it is possible to cause severe damage and shorten the battle significantly.



Volgin then begins to chase EVA again. Man one of the turrets or machineguns and bring his focus back to Snake. Dodge all of the attacks and run under the Shagohod for another opportunity to snipe Volgin from behind. The fate of the world depends on it!



10 | MISSION OBJECTIVE TEN: THE BOSS



With the Shagohod destroyed, one objective remains. Snake must face the woman who trained him, raised him as a soldier, and then abandoned him. But first, Snake and EVA must escape yet more hounds from Groznyj Grad still nipping at their heels.

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WAREHOUSE IN THE MANGROVE
GRANNY GORKI LAB
WOODLAND NIGHT
ALPINE ASCENT
GROZNYJ GRAD
SHAGOHOD
10 THE BOSS

GROZNYJ GRAD RAIL BRIDGE NORTH

ITEMS FOUND

None

FOOD LIST: THE BOSS STAGE

- **Tree** Frog (FROG B)
- **Russian** False Mango (FRUIT B)
- **Siberian** Ink Cap (MUSHROOM C)
- **Russian** Ration (RATION)
- **Green** Tree Python (SNAKE F)
- **Reticulated** Python (SNAKE H)
- **Snake** Liquid (SNAKE I)
- **Snake** Solid (SNAKE J)
- **Snake** Solidus (SNAKE K)

The Chase Resumes

As in the previous chase sequences, equip the M63 and mow down the motorcyclists chasing EVA and Snake. Enter First Person View and aim shots more specifically whenever EVA skids to a halt at a roadblock or ambush zone.





LAZOREVO SOUTH

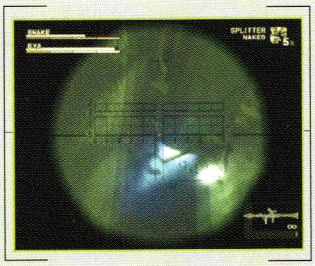
ITEMS FOUND

None

Through Tree and Woods

After escaping from the roadblock, EVA and Snake find a squad of hovercraft-riding guards hot on their tail. Equip the RPG-7 and blow each out of the sky before they do significant damage to Snake.

When EVA starts shouting about a log in the path, turn around to face the front of the vehicle, and use scope sighting to destroy the tree trunk blocking the path.



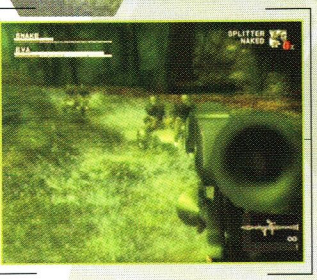


LAZOREVO NORTH

ITEMS FOUND

None

Last of the Motorcycle Commandos





Use the RPG-7 to obliterate motorcycle squads in direct pursuit behind your vehicle. When motorcycles zip across the stream and fire from the right bank, switch to the M63 and fire across the river, aiming just slightly ahead of each motorcycle.

ZAOZYORJE SOUTH

ITEMS FOUND

- Smoke Grenades (SMOKE G)
- Grenade
- Stun Grenade (STUN G)
- AMMO — Mk22 Bullet x24
- Claymore
- AMMO — XM16E1 Bullets x80
- Russian Ration (2 qty.)
- AMMO — AK-47 Bullets x120
- AMMO — SVD Bullets x40
- AMMO — M1911A1 Bullets x21



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HOLY COW, DOES THIS WOMAN EAT!

EVA's Stamina drops continuously the entire time you try to lead her through the woods. Her tastes for wildlife are as unrefined as Snake's were when the game first started, so she does not recover much Stamina from items like Siberian Ink Caps until she has eaten them several times. Collect every available food source to have it handy for EVA throughout this area.

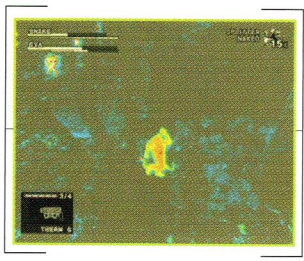
Wounded EVA

What they say about motorbikes is true: it's always fun until someone gets hurt. When the Cure screen opens, treat the wounds of both Snake and EVA. The woman suffers from two cuts, both requiring the normal treatment of Disinfectant, Styptic, Suture Kit, and Bandage.

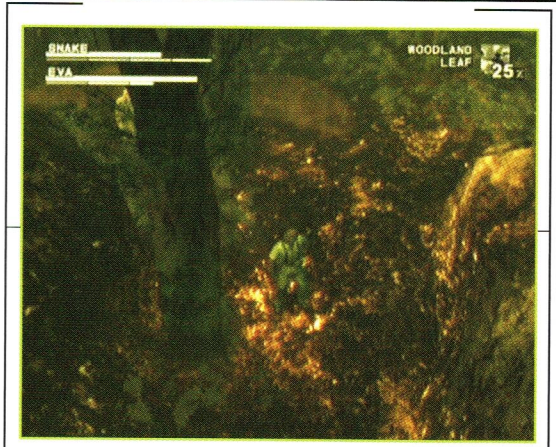
A treasure trove of **items** lies behind Snake and EVA. Collect what you need, then equip the Thermal Goggles and begin hunting for food immediately.







Leading EVA Out of the Woods



Guide EVA south from the starting point by pressing the Action button [tri] to wave a beckoning hand. EVA must be within Snake's line of sight in order to see the hand signal and obey. Take only about five to steps away from EVA, and then beckon for her. Repeat this pattern of movement and waving to guide her out of the woods as quickly as possible.

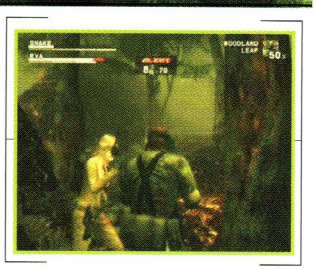
EVA moves and responds to Snake's commands quickly or slowly depending on her Stamina level. To make EVA get the lead out, make sure she is well fed.

Outrunning Search Parties

Proceed south until soldiers invade the woods looking for EVA and Snake. The path forks in two directions at this point. Lead EVA as quickly as possible down the narrower west route. While guiding EVA this direction, turn around occasionally, run back a few steps behind EVA, and set a Claymore on the ground, facing north. Creating a web of explosive traps to slow down the pursuing soldiers.







If the soldiers do catch up with Snake and EVA, which is more likely to occur at the start, EVA stays and fights until the last soldier is dead. Fire a sub machinegun and use Grenades to take out clusters of soldiers as quickly as possible. Try to get away as soon as the wave of enemies subsides.

If EVA is injured during combat, open the Cure screen and treat her wounds the same as you would Snake. You must be standing no more than roughly five feet from EVA in order to cure her.

Leaving the Soldiers Behind





The western path leads southward, eventually arriving at a tree trunk that acts as bridge across a ravine. Lead EVA across the trunk, and then go back onto the limb and set at least two Claymores to slow down the soldiers further.

With enough Claymores set to the north, Snake should be able to hunt for food a little more in the area just before the exit. When both Snake and EVA stand near the tall embankment, he helps her climb up into the next area.

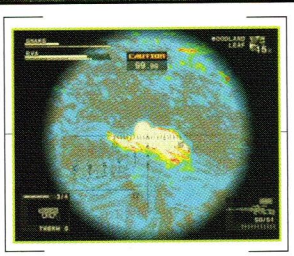
ZAOZYORJE NORTH

ITEMS FOUND

None



Ambushes Ahead





In this area, the soldiers are already set up in sniper positions and lying in wait. Leave EVA behind and crawl forward with the best possible camouflage. Use the Thermal Goggles to spot the soldiers crouched in the woods. Take them out with the sniper rifle. Avoid shooting them anywhere but in the head to avoid an all out firefight.

Lead EVA northeast with the Thermal Goggles equipped, looking carefully for snipers and patrolling guards the whole way. To get the drop on the soldiers lying in ambush in the final clearing, follow the extremely narrow northern path into the second area. Help EVA climb up the northwest embankment to proceed to the final battle.

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ROKOVOJ BEREG

ITEMS FOUND

- Snake Liquid
- Snake Solid
- Snake Solidus



NON-LETHAL ALTERNATIVE

It isn't easy, but it is possible to defeat The Boss by using nothing but the Mk22. Successfully depleting her Stamina gauge nets Snake the always-useful **Snake Camouflage** for subsequent play-throughs of Story Mode.

THE BOSS

BATTLE-SPECIFIC ITEMS

AMMO XXM16E1 Bullets x80

AMMO M1911A1 Bullets x21



Immediately open the menu and switch to the Snow Face Paint and Snow Camouflage. The Boss starts off by charging at Snake. When in range, she begins a complex series of take down moves. Tap the ○ button rapidly to try to break out of her grip. If Snake breaks free, punch and kick her until she groans and falls onto her back. Quickly equip the M37 shotgun, look down at her prone body and blast her. Even if The Boss wins the grappling match and tosses Snake to the ground, get up as soon as possible, and punch her until she falls. Getting her on her back is important so that you can get away and hide.

THE BOSS







After The Boss is knocked down, blast her and then use the opportunity to flee. Run toward the outer edge of the area and quickly go prone in the flowers. With the Snow Camouflage and Face Paint equipped, Snake becomes virtually invisible to The Boss. Crawl toward the outside of the area a little further, and then turn to face the center. Equip the SVD sniper rifle and rise to a crouching position. Scan the area for signs of movement, often indicated by a flurry of flower petals kicked up by The Boss. Once you spot her, rapidly fire four or five shots right into her chest before she can return fire. When she falls, drop back to your belly and crawl to a new sniping position. Then rise to a knee and look for her again. Try to repeat this portion of the strategy as much as possible, because sniping her inflicts much more damage than grappling with her.

The main obstacle to winning this battle is the time limit. Boss gleefully calls out a countdown to destruction. If battle times out, an additional cinema plays. If the battle continues into the last 30 seconds, work hard to snipe her last time rather than rush into a grapple fight.

Avoid equipping a weapon while The Boss is about to grapple Snake, or she unloads the weapons and throws the ammo and weapon around the area.

During the battle, equip the Thermal Goggles occasionally to spot items to the north and south. Look for Snake Solid, Snake Liquid and Snake Solidus. Each of these unique snakes is near the logs scattered around the area.

Mission Accomplished

Provided you can beat The Boss within the ten-minute time limit, the mission is basically complete. There are a few odds and ends to take care of before the final credits roll, but to keep this guide's content spoiler-free, it's nothing you can't handle on your own. Enjoy taking in the end of the story!



SNAKE VS. MONKEY

Just when Snake thought his days of roaming the jungle were over, along comes Major Zero with a new mission. Much to Snake's dismay, he must revisit the Tselinoyarsk region and return dozens of monkeys to captivity. And no, neither Sam nor Gabe is available to take Snake's place.



MONKEYS ON ALERT

The beacon on each monkey's head is similar to the "!" that appears over the enemies in story mode. This light remains blue so long as the monkey is unaware of Snake's presence. The light turns yellow when it is in a state of caution, and it turns red when it sees Snake trying to capture it.

MONKEY-SNAGGIN' BASICS

Despite Snake's obvious displeasure with being sent back into the jungle for such a lowbrow mission, chasing down those cheeky monkeys makes for a fun, lighthearted break from the life-or-death seriousness of Operation Snake Eater. This optional gameplay mode contains five unique missions, each taking place at a different locale visited in the main story. Only the first three missions are initially available. The final two "Snake Vs. Monkey" missions become unlocked after completing the main story mode.

Snake is equipped with state-of-the-art monkey catching gadgetry and has even gone through the trouble of donning the rare Banana Camouflage in hopes of luring the unsuspecting, butt-slapping, monkeys toward him with the sweet aroma of their favorite treat. Snake's full compliment of weapons and items include the following:

- EZ Gun
- Stun Grenades
- Directional Microphone
- Active Sonar
- Thermal Goggles
- Scope





Using the EZ Gun to zap the monkeys with a bolt of electricity stuns them and knocks them to the ground for roughly five seconds. Once a monkey is stunned, Snake must run up and snag it before it jumps back to its feet and runs away—or worse! Monkeys don't like being held in captivity and many will stand and fight if they feel they're cornered. Monkeys are surprisingly strong, and Snake's CQC tactics are no match for the agile creatures. Monkeys may run up to Snake and knock him down, but they might resort to tossing monkey-matter at him—and nobody wants that! Lastly, another monkey tactic involves holding up makeshift shields to block the EZ Gun darts. It's still possible to zap them in the head, but monkeys with shields are obviously harder to capture, as they present a much smaller target.



The goal of "Snake Vs. Monkey" isn't to just capture the monkeys, but to do it as quickly as possible. Although stealth tactics often take longer to employ than a run-and-gun approach in the main story mode, it is far more efficient to capture the monkeys as stealthily as possible. Unlike enemy guards, which run toward Snake and try to fight him, the vast majority of the monkeys try to run and hide once they're spotted. Even when the monkeys run away in plain sight, they are quite swift and can be very difficult to shoot with the EZ Gun while they're on the move. However, monkeys are not nearly as intelligent as humans, and together with his superior brainpower and Banana Camouflage, Snake can get surprisingly close to his quarry before they notice him.

Although the five missions each take place in different terrain, one proven strategy works in each of them. As soon as the mission begins, quickly equip the EZ Gun and the Active Sonar. Send out a Sonar beacon every five seconds or so to keep tabs on the monkeys' whereabouts and try to move into a position where Snake can stun and capture multiple monkeys simultaneously. Stun Grenades are very beneficial in a few instances, but Snake should ultimately rely on the EZ Gun almost exclusively.

THOSE SILLY CLIMBING MONKEYS

Often, a blip appears on the Sonar yet no monkey is to be seen. When this happens, try looking up. Monkeys love to climb trees and buildings, so don't forget to glance skyward every now and then to spot stragglers. Once shot, the monkey tumbles down to Snake's feet.

THE MISSIONS

Each mission has three preset times that represent first, second, and third place. Follow the tips listed for each mission to finish it in gold medal time! Each monkey's initial location is shown on the maps, and they're numbered in the order in which we recommend capturing them. Monkeys move around a bit, especially if they're scared, so their locations may vary slightly from those shown on the maps. Nevertheless, the maps should prove useful in your quest to unlock the secret awards.

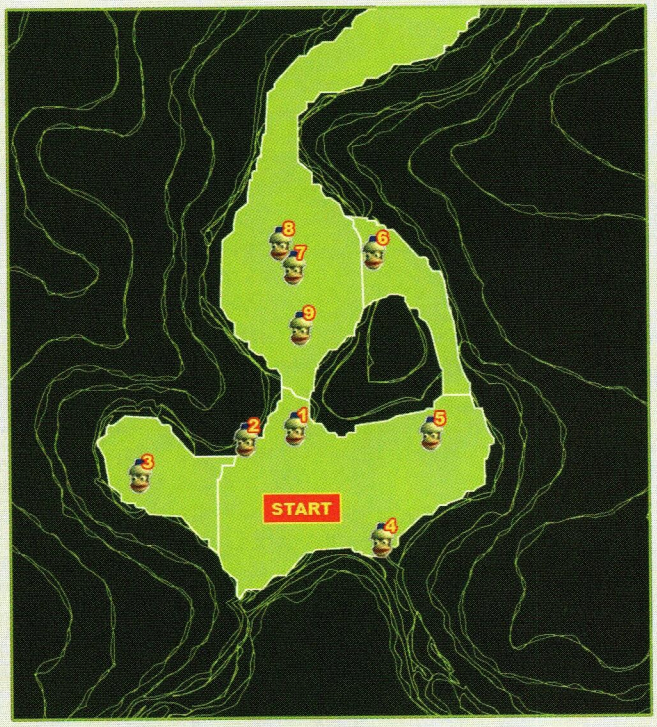
MISSION 1 ESCAPE FROM THE JUNGLE

CAPTURE 9 MONKEYS IN 1:30.





This first mission takes place in Dremuchij South, the first location in the main story mode. The key to achieving a gold medal performance is to move efficiently from monkey to monkey without alerting any of them. Capture the monkeys in the southern section first by moving in a counter-clockwise path from the starting point. Use the Active Sonar to locate the monkeys, and avoid moving forward without first checking the Sonar. This reduces the chance of blindly stumbling onto a monkey's hiding spot.



Climb the slope in the northeast corner and capture the monkey atop the ledge. Shoot the two monkeys in the tree from atop the ledge, and then drop down to snag them both at once. To save time, Snake can slide down the cliff face while the monkeys fall to the ground.

MISSION 2 DRAGNET OF THE APES

CAPTURE 15 MONKEYS IN 3:00.

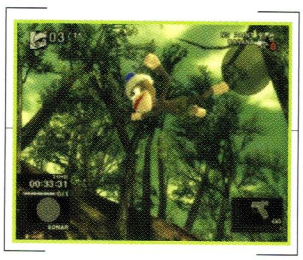
This mission takes place in the main loop of Dremuchij North. This area contains some wide-open areas with grass nearly as tall as the monkeys, so the Active Sonar and Thermal Goggles are particularly useful. Some of the monkeys hide on tree branches, in hollowed-out tree stumps, and even on the inaccessible cliffs on the sides of the area.



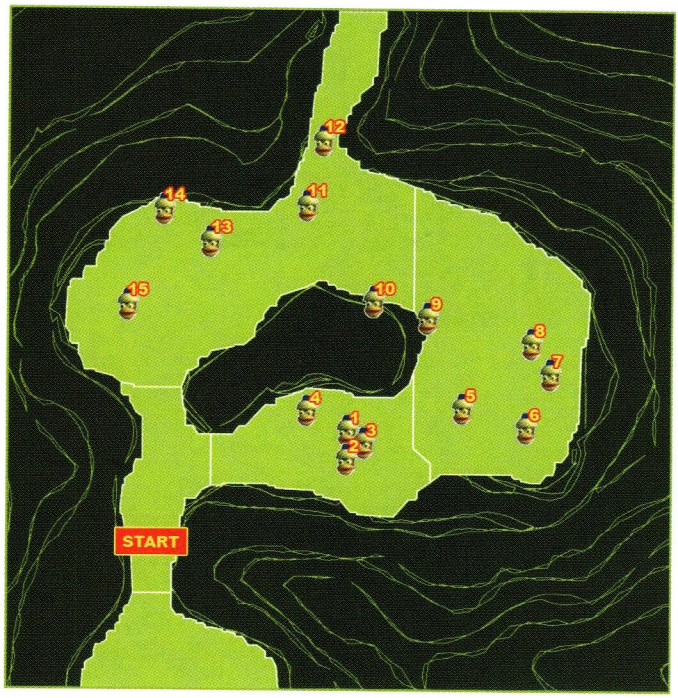
Sweep across the map in a counter-clockwise loop. Shoot the three dancing monkeys from a safe distance, and then rush in to capture them before they recover. A fourth monkey dangles from the tree overhead. Follow the edge of the map into the southeast area of the loop, and look for the monkeys in the grass and tree stump on the map's outer portion.

The two hardest monkeys to find are labeled #9 and #10 on the map. Monkey #9 is high in a tree near the center of the map. Monkey #10 is on the hill directly behind that tree and can be very difficult to see. It's possible to get a clean shot on monkey #10 from the north side of the hill, but beware that the monkey tumbles to the southeast and lands on the other side of the large tree.

Continue the counter-clockwise loop around the area to capture the remaining monkeys. The final monkey hides inside a tree stump to the west.





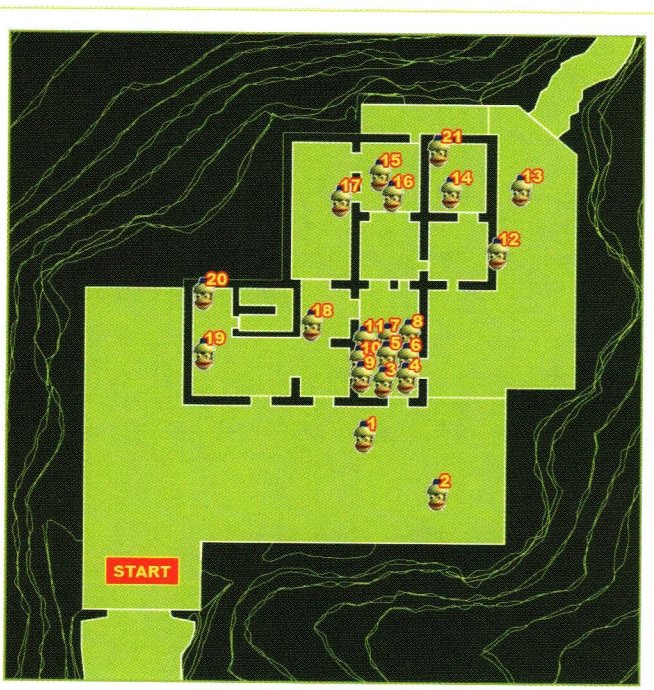


MISSION 3 DAWN OF THE APES

CAPTURE 21 MONKEYS IN 3:00.



Success in this mission at Rassvet is largely determined by your ability to capture nine monkeys with a single Stun Grenade. Capture the two monkeys in the yard to the southeast, and then turn to face the nine monkeys dancing in the corner of the bombed-out factory. Lob a Stun Grenade into the center of the area, wait for the blast to dissipate, and then rush in to collect the dazed monkeys—the dance floor is now closed!



SNAKE MONKEY



Exit to the east and shoot the monkey in the window, along with the one to the north. Use somersaults to cover ground quickly, and pick up both before the shock wears off. Quickly climb the ladder to the roof, and shoot the sunbathing monkey located there. He doesn't roll down to the ground, so shooting him from elsewhere is not an option.

Shoot the two monkeys near the stack of crates in the center of the ruins while you're on the roof, and jump down and snag them. Exit to the grassy area to the west, and immediately turn to the left and shoot the monkey there. Three monkeys can be found near the stairs. One tiptoes across the beam above the ground, another sleeps on the upper platform, and yet another dangles from a piece of scrap metal. The final monkey is in the interior room of the factory, where Snake had to go during the "Virtuous Mission" to find Doctor Sokolov.





MISSION 4 APE FEAR

CAPTURE 18 MONKEYS IN 4:30.

The Bolshaya Past Base is a moderately large, sprawling complex, and there are numerous places for a cheeky monkey to hide. Snake must move fast to complete this mission in time.



Begin by turning to the east and shooting the monkey sprinting toward Snake. Turn and shoot the one in the tree near the starting point next—two down, sixteen to go!

Enter the base in the southwest corner, cross the ramp over the trench toward the third monkey, and use a Stun Grenade to knock out the three dancing monkeys due north inside the room. Another monkey is in the adjoining room, so be ready to snag him as he tries to make a run for it.

Exit the building to the west and capture the monkey in the trench. Next, crawl under the barbed wire to get the monkey in the northwest corner of the map. Head to the northeast corner of the area, and capture the monkeys near the two outposts in that area. Reenter the main base area on an angle to the southwest, and capture the monkey in the northeast trench and on the deck in front of the shed.

Now it's time to make the final push and go after the monkey leaping atop the Mesal Gear. Wait for the monkey to leap back to the Mesal Gear's head, and then fire the EZ Gun before it jumps back to the Mesal Gear's hand. The final monkey is in the trench near the southeast corner of the building.









MISSION 5 GONE WITH THE APES

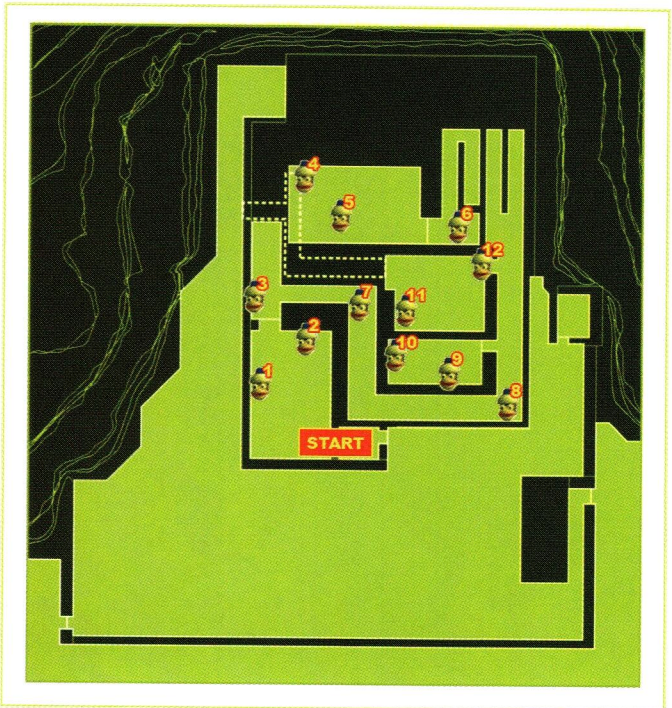
CAPTURE 18 MONKEYS IN 4:30.

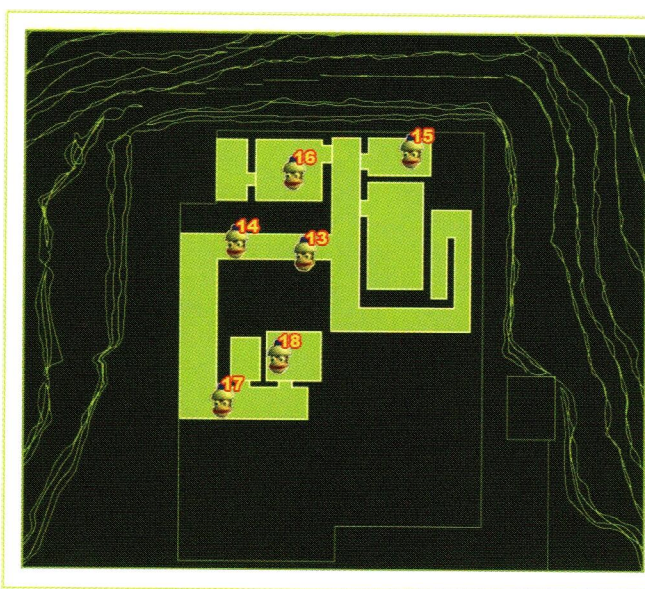
The final mission takes place at the Graniny Gorki laboratory facility. Monkeys are split between the first and second floor of the building, but there is no access to the basement. The only outdoor monkeys are on the second floor ledge and in the central courtyard outside the library.

Run into the main reception area of the laboratory on the first floor to take out the three visible monkeys right away. Head north to the large atrium area and capture the three monkeys there. Spend a second to try to shoot the monkey down from the railing on the second floor balcony; he doesn't always fall to the first floor, so be ready to move on without him.



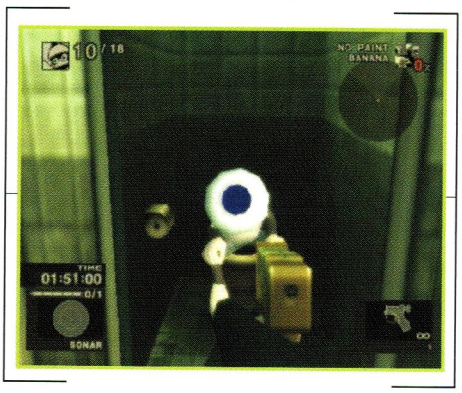












Return to the main hallway on the first floor and head east. Capture the two monkeys in the hall outside the library. There are two more monkeys in the library. Enter the small courtyard and shoot the monkey on the ground. Then turn and aim at the one on the ledge over the door. With twelve of the monkeys caught, it's time to head up the stairs.

There are two monkeys in the hall overlooking the downstairs atrium. Try to shoot the monkey on the railing at an angle from across the room so that the impact knocks him off the railing and onto the second floor hallway. If he happens to fall to the floor, simply ignore him and move on—he'll return to the railing soon enough.

Run to the northeast corner of the second floor, and capture the monkey on the toilet in the bathroom. Another monkey is down the hall to the west. There are only two monkeys left, and they're in the south section of the second floor.

SNAKE
MONKEY

BONUSES

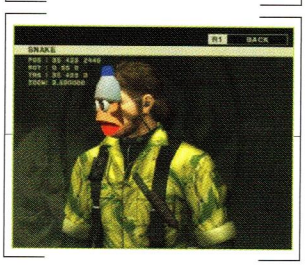
Earn the top-ranked time in each of the five missions to unlock the following secrets:

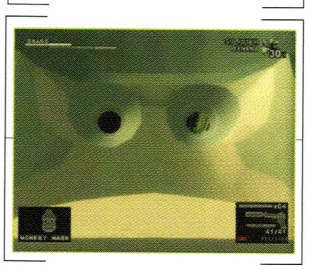
- Banana Camouflage
- Monkey Mask

The Banana Camouflage will appear in the Uniform menu the next time you start a new game in story mode. The Monkey Mask can be found in the Item portion of the Backpack menu. Be sure to head to the Survival Viewer to get a good look at Snake in his new monkey suit!









PERSISTENCE

Getting Started

BOOT CAMP

Playing Metal Gear Solid Subsistence's Online Mode can be an intense, white-knuckle experience. You are going up against some seriously experienced opponents and that's where this portion of the strategy guide comes into play. Across these next chapters, we give you all of the detailed strategies, tips, maps, and information you need to become a finely tuned killing machine. Before you head out onto the battlefield, take a few minutes brushing up on some of the basics.

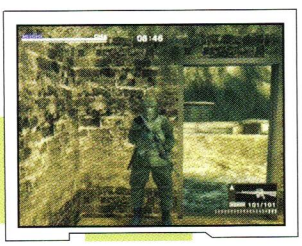
DIFFERENCES BETWEEN SUBSISTENCE AND PERSISTENCE

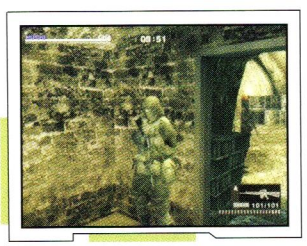
The controls for Online Mode and Snake Eater are basically the same, but they differ in the respects listed below.

NO PAUSING THE GAME

In the main game, the game pauses, and enemies stop while you are making weapons and equipment decisions, Codec transmissions and survival viewer mode. In Online Mode, you cannot pause. When playing online, you need to be especially careful and take time to change weapons and other items management when only it's safe to do so.

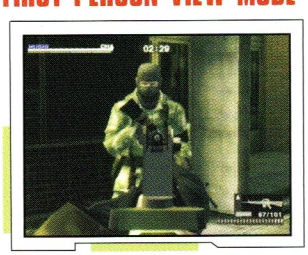
THIRD PERSON CAMERA





Online Mode does not use the traditional Normal Mode Camera. The new Third Person Camera from the main game is the primary camera. Controlled with the right analog stick, the Third Person Camera delivers a 360 degree view of the environment around you. With default settings, holding the R1 button allows you to enter First Person view mode. Tapping the L1 button while you are in Third Person view mode moves the camera so that it snaps to the direction your character is facing.

FIRST PERSON VIEW MODE



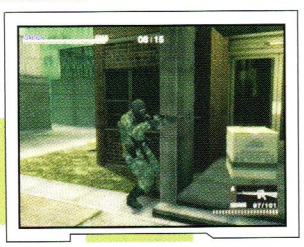


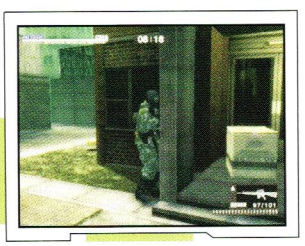
The First Person view mode allows you to look around while remaining stationary. With default settings, holding the R1 button allows you to enter first person view. Lightly pressing the ■ button and holding the L1 button while in First Person allows you to manually aim most of the weapons, or use their scopes if they are equipped with them. The following weapons are first-person only: SVD, MOSIN N., and the RPG-7.

STANDING ON TIPTOE

In the main game, while in First Person view mode, you can press the R2 + L2 buttons at the same time to stand on tiptoe. In online mode, you can't. In addition, you can't sidestep while sneaking.

LEANING





While in first person mode, hold the R2 button to lean to your right and the L2 to lean to your left. How far you lean depends on how hard you press the buttons. You can also use a weapon while doing this — simply press the ■ button to bring it up. With certain firearms, you can also use the L1 button to aim it. If you are using a first-person only weapon(SVD, MOSIN N., and the RPG-7), you will have to hold the R1 button to be able to lean as mentioned above.

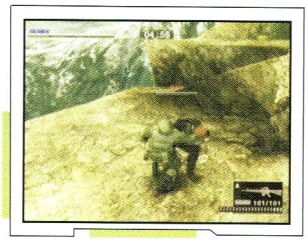
CREEPING

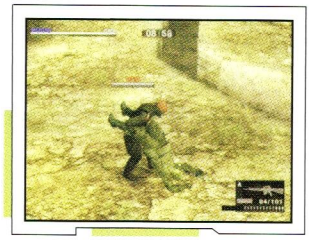




Creeping allows you to cut down on the noise your footsteps makes, allowing you to sneak up on the enemy. Use the directional buttons to achieve this.

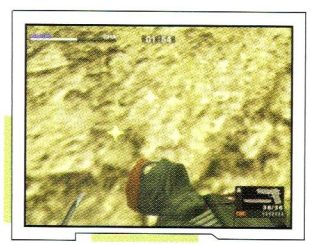
CLOSE QUARTERS COMBAT





In the main game, you can use CQC to restrain an enemy and then perform a variety of actions on him, but in Online Mode you can only perform the "throw" action. To use CQC, you must have a CQC-able weapon equipped. Throwing enemies to the ground enough times will stun them, allowing you to get an easy kill. Just like in the main game, you can pick up a stunned body with the ● button as long as you don't have a weapon equipped. After picking up a body, you can drag it to wherever you want before they wake up. If you drop a stunned body, it will drop its primary weapon. Do this a second time and they drop their support weapon. You can keep doing this until they run out of weapons, but they will never drop their knife or secondary weapon. This is an effective tactic in the Sneaking and Capture Mission Modes, as if you just kill your enemy, they quickly respawn fully loaded.

GETTING STUNNED / STAMINA



You become stunned when all of your stamina runs out. When you are stunned, the only thing you can do is helplessly watch the action going on around you and hope no one kills you or takes your stuff. The only way to gain back your stamina is to wait, "jam on the stick" by quickly rotating it, or hope a teammate kicks you awake.

When you're low on stamina, your character has a harder time keeping his gun still in First Person view mode. Find a Food Item to remedy this situation if at all possible.

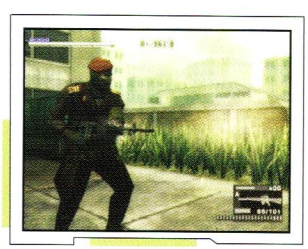
NO SURVIVAL VIEWER

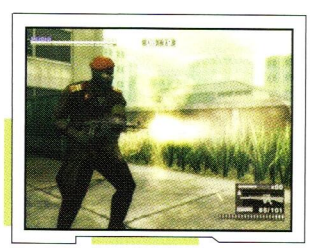
The Survival Viewer is very important in the main game, but it does not exist in Online Mode. You cannot use options such as CURE when playing online.

FOOD CAPTURE

In the main game there are plants and animals to be used for food capture, but these do not exist in Online Mode. Food items in Online Mode recharge your stamina the moment you pick them up.

USING WEAPONS





Most weapons fire in the same way — hold the ● button and let it go. Almost all of the weapons are pressure sensitive. Like the trigger on a real gun, if you back off of it slowly, it won't fire. If you press the trigger lightly only one bullet fires. It is same thing for grenades — how hard you press the button is the determining factor for how far it is thrown.

Reloading manually is a fundamental tactic in Online Mode. Between firefights, make sure you get into the habit of reloading by pressing in the R3 button. If you run out of bullets in the middle of a firefight, try to hide behind a wall or take cover until you can reload.

You can silence some guns, such as the XM16E1 and the M1911A1, by holding the R1 button, and then pressing the ● button. You only get one suppressor per gun, however, so unless you pick up a fallen enemy or comrade's ammo, it breaks after a while.

Pick your weapon according to its range capabilities. For example, if you need to do shoot at a target from a long way away, the SVD or Mosin G (lethal and tranq) are the best guns for the situation. If you need to target an enemy up close and personal, the M37 Shotgun is better. Medium-range weapons include the XM16E1 and the AK-47. The XM16E1 is the best all around gun, and can be used for short and long range targeting as well the fact that it can be suppressed.

LOCK-ON TARGETING

While equipped with special weapons like handguns and sub-machine guns, you can lock onto a player by facing the target whose player name and gauge you can see above their head and pressing the L1 button. As long as you hold the L1 button down, you stay locked-on and continue to face the target.

KILLS



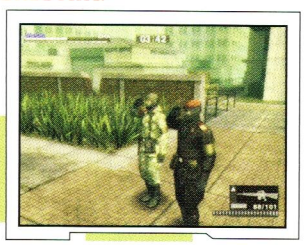


In Online Mode, death is inevitable. Aside from Rescue Mission and Sneaking Mission Modes, if you're Snake, dying can be seen as an opportunity to replenish spent ammunition, choose a different set of weapons, or turn off the music you thought would be a good choice.

Just as the name implies, a "Headshot" is a shot to the head. These shots normally kill in one hit with a primary weapon (except the Mosin N., which instantly stuns any enemy), or two shots with a secondary pistol.

Everyone is equipped with a Knife. It can never be taken away from you, and in the right hands, is a powerful one-hit kill weapon. With the Knife equipped, lightly pressing the ● button causes your character to execute a simple slash, tap it mutiple times, and you can chain the slashes together. However, the true power of the Knife comes out when you firmly press the ● button. This causes them to forcefully stab the Knife, and if this connects with another player, it's a one-hit kill. To use this tactic effectively, CQC someone and stab him as he gets up.

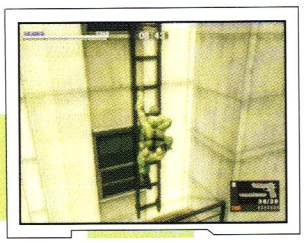
SALUTING

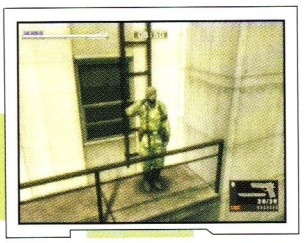




Firmly pressing the △ button causes your character to perform a salute. Salutes can be used as a greeting, a sign of respect for a well-played game, or as a "My Bad" for shooting your own teammate in the head. The salute is executed in basic military style unless you have one of the special characters. See their descriptions for further details.

CLIMBING LADDERS





Ladders are a useful tool for getting up to higher locations or traversing an area. To climb a ladder, approach it and lightly tap the ▲ button to ascend or descend it.

Please use caution when trying to access a ladder. If your character is positioned too far from it and you press the ▲ button too hard, you could end up saluting it. This is especially bad if you REALLY need to get up that ladder, or happen to be Ocelot.

BOX TACTICS





Boxes offer immunity from certain attacks:

Stun Grenades: While you do see the bright light of a Stun Grenade, you don't suffer from its blinding effects.

Books: While the Books are pleasing to look at (Raikov excluded), the Box acts as a blinder keeping you from being entranced by them.

Fire: If you happen to be set on fire by either an exploding barrel or a grenade, put on a Box to put out the fire quickly.

Hiding Under a Box with a Book

An effective use for the Book tactic above is to put down a Book and put the Box on over it. When an enemy comes up to push you, you are knocked out of the Box, but they get caught up in the Book.

Hides Heat Signature

While in the Box, your heat signature is blocked from being detected by Thermal Goggles.

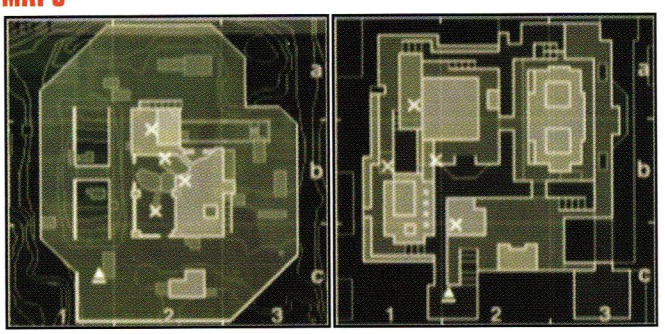
Boxing Uphill

Ascending stairs and steep hills is achieved faster when equipped with a Box.

Easy Headshot

While in the confined quarters of the Box, all of your body is in one small area. This means that it's easy to be the victim of a headshot.

MAPS

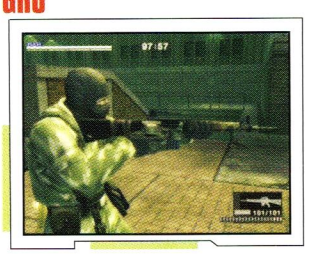


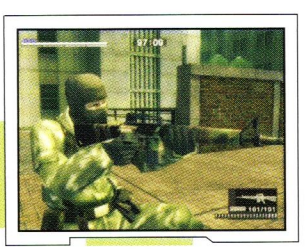
The Map in your Item Menu shows you the whole layout of the level; X's represent items that can be picked up; goal items; goals; and teammates. If you see a lot of X's appear when someone dies, you can tell where he died. This also works the other way — if you see an X disappear, then you know someone's there and just picked up an item.

CHARACTERS - SOLDIER TYPES

In Metal Gear Online, you can play as one of the three guard types from Metal Gear Solid 3: Snake Eater.

GRU



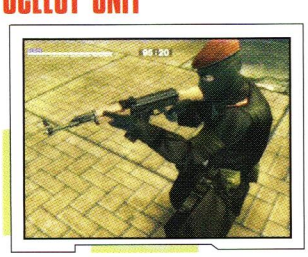


As soldiers of the Main Intelligence Directorate (Glavnoe Razvedyvatel'noe Upravlenie in Russian), they are under the command of Major Raikov and ultimately answer to Colonel Volgin. Their camouflage is the most all purpose of the bunch, blending in with the many foliage laden levels in Online Mode.

Leader: Raikov

Good in: Lost Forest and Svyatorgornyj East

OCELOT UNIT





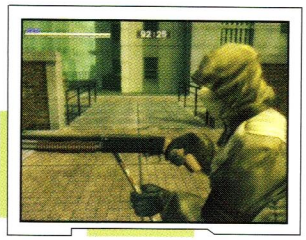
A GRU Spetsnaz unit (short for "Voiska Spetsialnogo Naznacheniya", or "Special Forces", in Russian), that is led by Major Ocelot. They wear a uniform that's almost completely black, and their camouflage is generally good in dark places. Their red berets tend to give them away, and can confuse players as to what color team they're on. Good players can overcome this deficiency with smart tactics and careful planning.

Leader: Ocelot

Good in: High Ice and Ghost Factory

KGB





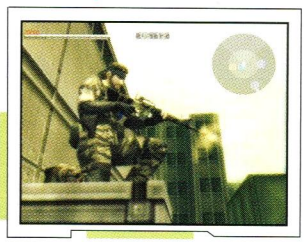
Soldiers of the State Security Committee of Russia (Komitet Gosudarstvennoy Bezopasnosti in Russian). They are unaware of Volgin and the GRU's true operations. They wear a light tan uniform, which may remind people of a beekeeper when they look at it. Their camouflage is good in light or dusky levels, with a lot of brown or tanned colored surroundings.

Protects: Sokolov

Good in: Brown Town and Mountaintop

LEAD CHARACTERS

SNAKE (NAKED SNAK "JACK"/ "JOHN")





Bio: The legendary hero himself, Naked Snake is a member of the CIA's newly formed Special Forces branch "Fox Unit." Former apprentice of "The Boss", he helped crated the hand-to-hand combat style, CQC (Close Quarters Combat), with her. In Online Mode, Snake is only available in Sneaking Mission Mode, and he fights by himself against the guards who are trying to kill him. Snake's life and strength are directly proportional to how many other guards are playing. For instance, if Snake is up against seven guards, he is able to mow through the guards and take bullets like an unstoppable tank. If he's only up against one or two guards, he's more like a mule and a cart than a tank. Snake also comes equipped with stealth camouflage, as well as three different sets of camouflage he can use to better blend in with his surroundings.

Member of: Fox Unit (fights alone)

Character Voice: David Hayter

Nationality: American

Salute: Snake pulls out his cigar and puffs on it.

CQC Move: Grab and Throw. Looks the same as the regular CQC, but stuns instantly.

OCELOT (MAJOR OCELOT)





Bio: Ocelot is the commander of a special group of the Spetsnaz, known fittingly enough as the Ocelot Unit. He is so proficient with revolvers that he can use his Single Action Army to ricochet bullets around corners and hit his marks from afar. Where Ocelot's interests lie is unknown, but if one were to try to find a rival to Snake, it would be this man. In Online Mode, Ocelot has the option of picking the SAA on the Locker Room screen. When special characters are activated, the best player on the team gets to be Ocelot only when the Ocelot Unit is selected.

Leads: Ocelot Unit

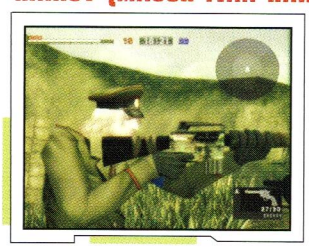
Character Voice: Josh Keaton

Nationality: Russian/United States

Salute: His signature "Hand Gesture."

CQC Move: The Normal Grab and Throw

RAIKOV (MAJOR IVAN RAIDENOVITCH RAIKOV)





Bio: The effeminate major rumored to be in a relationship with Colonel Volgin, Raikov is well known in the ranks of the GRU he commands for his unique penchant for checking a soldier's identity by their... private parts. Raikov was made a fool of by Naked Snake during operation "Snake Eater" and ultimately knocked out and left to die in one of the lockers in Graznyj Grad clad only in his underwear. In Metal Gear Online, however, Raikov is no joke. His CQC Maneuver is an instant stun, and he's not affected at all by the Book item. When special characters are activated, the best player on the team gets to be Raikov only when the GRU are selected.

Leads: GRU

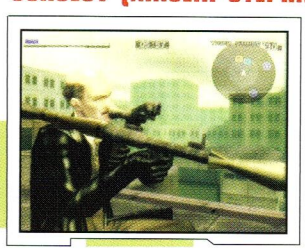
Character Voice: Charlie Schlatter

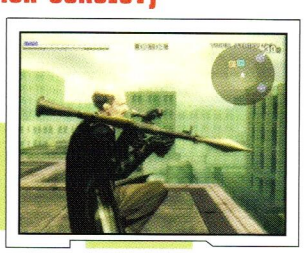
Nationality: Russian

Salute: The Regular Salute (as in MGS3)

CQC Move: He grabs you, and then crouches to grab onto your private regions. Instant Stun.

SOKOLOV (NIKOLAI STEPHANOVICH SOKOLOV)





Bio: Sokolov is the Russian scientist who was the chief designer on the Shagohod Project. It is said that he was the brain behind the multi-cluster engine used in the A1 Vostok Rocket that sent Yuri Gagarin into space. Weak and old, instead of leading the soldiers he's assigned to, he lags behind them. In game terms, this means if you're Sokolov, you're the one doing the worst on the KGB team. Luckily, Sokolov comes equipped with a stealth camo, and this can be used to help if you're doing poorly.

Guarded by: KGB

Character Voice: Brian Cummings

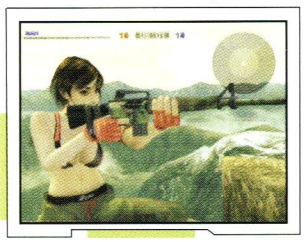
Nationality: Russian

Salute: Sokolov's 'I know Kung-Fu' Stance.

CQC Move: The Normal Grab and Throw

SPECIAL CHARACTERS

REIKO HINOMOTO (FACE VERSION)





Bio: Making her first Metal Gear appearance, Reiko Hinomoto suplexes her way from Konami's Rumble Roses series of wrestling games. Reiko was trained in the art of wrestling from an early age by her mother, and was told ten years ago her mother died in an wrestling accident while on tour in the U.S. At the age of 18, Reiko was finally old enough to leave Japan to seek revenge for her mother's death by making a name for herself in the wrestling circuit. Reiko Hinomoto is the Face (or good version of Reiko), and her demeanor and speech reflect this. Unlike the other special characters, Reiko has to be unlocked. To do this, the player ID you are using to host the game has to either have a ranking (such as Chameleon and Flying Squirrel), or 50 hours of gameplay. Reiko is a little different than the other special characters, since if you turn the option for Reiko on in the host options, she will always be on the red team, while Rowdy Reiko will always lead the blue team.

Leads: Red Team Only (All Soldier Types)

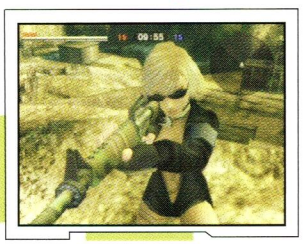
Character Voice: Autumn Summer

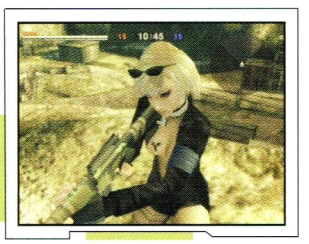
Nationality: Japanese

Salute: Pulls up her pants and shakes her booty

CQC Move: Her specialty 'Sunrise Suplex' from Rumble Roses. Instant Stun.

ROWDY REIKO (HEEL VERSION)





Bio: Making her first Metal Gear appearance, Rowdy Reiko suplexes her way from Konami's Rumble Roses series of wrestling games. After leaving home at the age of 18 to seek revenge for her mother's death, Reiko Hinomoto fell in with a rough crowd and eventually became the leader of a biker gang known as the Road Warriors as Rowdy Reiko, taking on the moniker of 'Queen Cobra'. Rowdy Reiko is the Heel (or bad version of Reiko), and her demeanor and speech reflect this. Unlike the other special characters, Rowdy Reiko has to be unlocked. To do this, the player ID you are using to host the game has to either have a ranking (such as Chameleon and Flying Squirrel), or 50 hours of gameplay. Reiko is a little different than the other special characters, since if you turn the option for Reiko on in the host options, she will always be on the red team, while Rowdy Reiko will always lead the blue team.

Leads: Blue Team Only (All Soldier Types)

Character Voice: Autumn Summer

Nationality: Japanese

Salute: Squats down with her legs wide, and then pops up gyrating her body and head.

CQC Move: Her specialty 'Sunrise Suplex' from Rumble Roses. Instant Stun.

ONLINE GAME MODES

There are five radically different online modes available in Metal Gear Online. Each of these modes has basic settings that can be changed from the Host options menu. What is described here is the basic settings for these modes.

SNEAKING MISSION MODE

One player is Snake and up to seven other players are guards. Snake must retrieve one of two sets of Microfilm (you may recognize these as the Philosopher's Legacy from the main game), and then take it back to one of two goals within a set time limit. If the guards kill Snake, he fails.

TEAM DEATHMATCH MODE

In team Deathmatch Mode, players are divided into two teams the Red Team and the Blue Team and have to play against each other within a specific time limit. Each team is given a set of tickets, and every time someone dies, the team loses one ticket. The team that loses all of its tickets loses the match. If both teams still some have tickets when the timer runs out, the team with the most tickets wins.

DEATHMATCH MODE

Deathmatch Mode is an all out Battle Royale where the bodies pile up on top of one another very quickly. This is a free-for-all where it's every player for themselves, and the player who kills the most opponents before the time limit is declared the winner. You are a team, so work as a team. If you're moving forward, have someone watch your back and cover you. Don't be a lone commando when you can be part of a unit.

CAPTURE MISSION MODE

Players are divided into two teams the Red Team and the Blue Team and are charged with capturing the Kerotan, a cute effigy of a frog. They must retrieve it, and bring it all the way back to their designated goal. Once a specific team gets it back to their base, they have to struggle against the opposing team to keep it there until the countdown clock runs out. Whoever keeps the Kerotan in their base when the countdown clock reaches 0, wins.

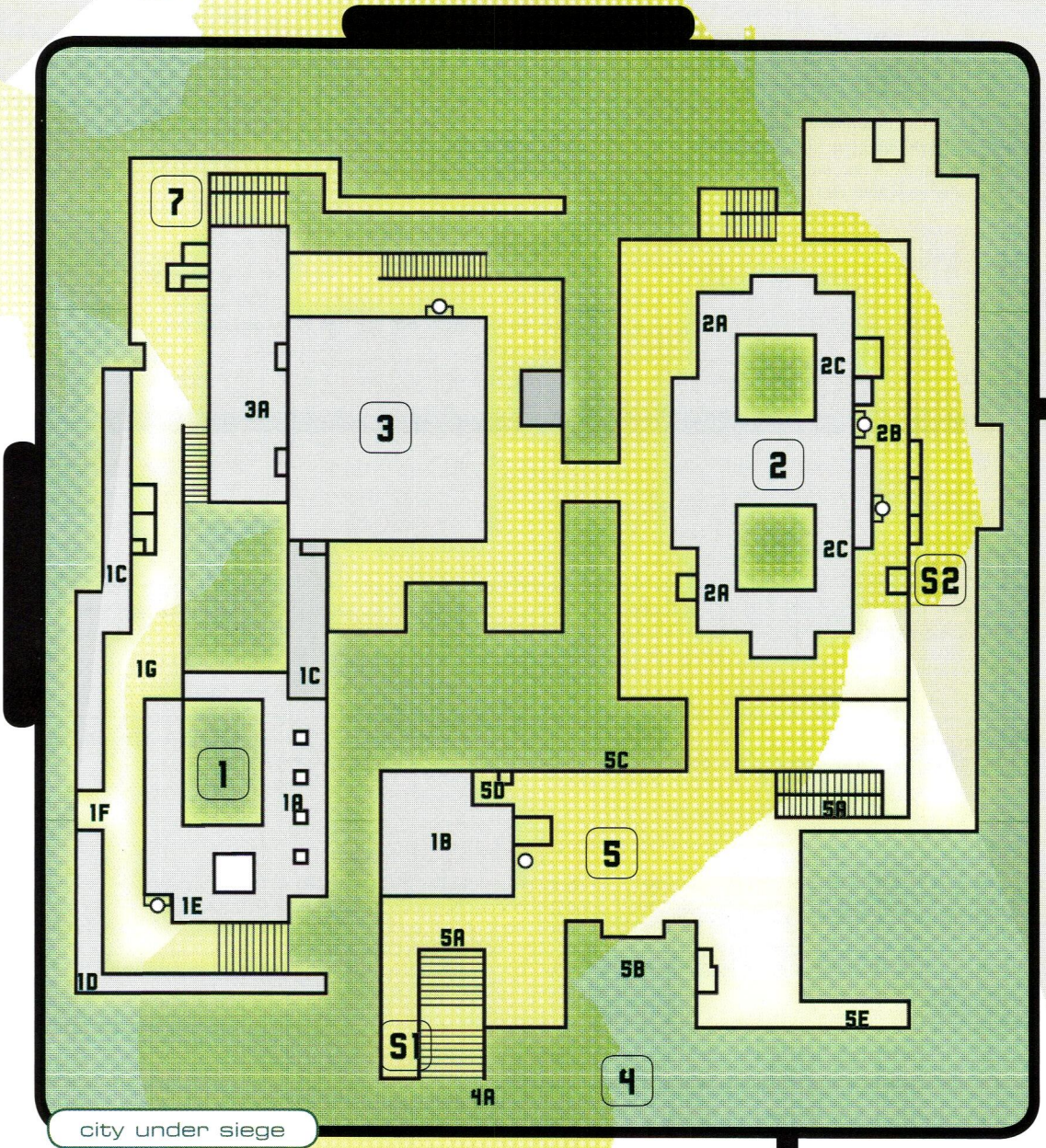
RESCUE MISSION MODE

In this mode, players are divided into two teams the Red Team and the Blue Team. The Red Team must defend the Gako, a cute effigy of a duck, while the Blue Team has to capture it and take it back to their goal. The Red Team wins when they kill all of the opposing players on the Blue Team, while the Blue Team can win by either getting the Gako to their goal, or killing all of the opposing players on the Red Team. Unlike in the other mission modes, once a player dies, they can't respawn until the next match. Instead, they turn into ghosts, and can sometimes help out their own team from beyond the grave.

PERSISTENCE

City Under Siege

City Under Siege is one of the largest levels in the Persistence. The large number of buildings provides plenty of sniping opportunities, while abundant crevices and alleys provide plenty of places to hide. This means that soldiers can be almost anywhere, and they typically are spread pretty thin.

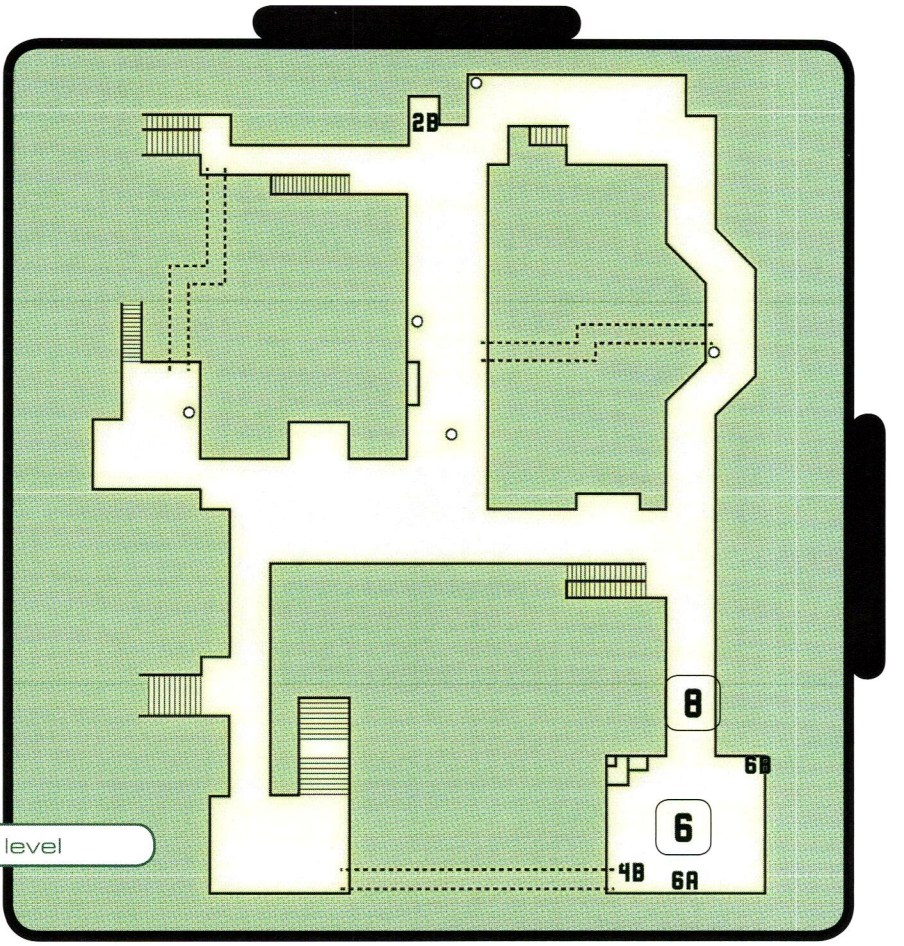


city under siege

1. Red Building and Secondary Building
2. Large Office Building
3. Warehouse
4. Crawlspace from Grassy Areato Spawn Point 1
5. Landing and the Bank
6. Grassy Area
7. Northwestern Crates
8. Underground Tunnel Area

S1. Spawn Point 1

S2. Spawn Point 2



bottom level

GENERAL TACTICS

SHOOT FROM THE STAIRS

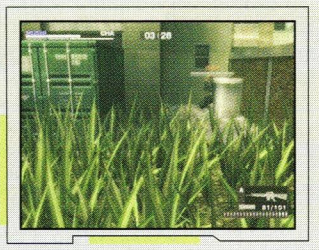


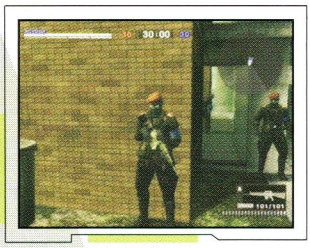


When you spawn on this map, 99% of the time you spawn near a set of stairs, which is adjacent to your enemy's spawn point (See 5 on map). Use the stairs (such as 5a) as cover to pick off your opponents' with head shots while also protecting your own.

SNEAKY ALTERNATIVES







USE GRENADES

If the enemy is also hiding on the other set of stairs, throw some grenades over as a motivator — it may smoke them out or force them to move.

Attempting to use the landing to the south (5) can be a perilous proposition, as this area is near where your opponents respawn. Instead, use the Bank (5b) and its columns, or the small alley and its trashcan (5d) for cover to help you get across and to the other side of the street.

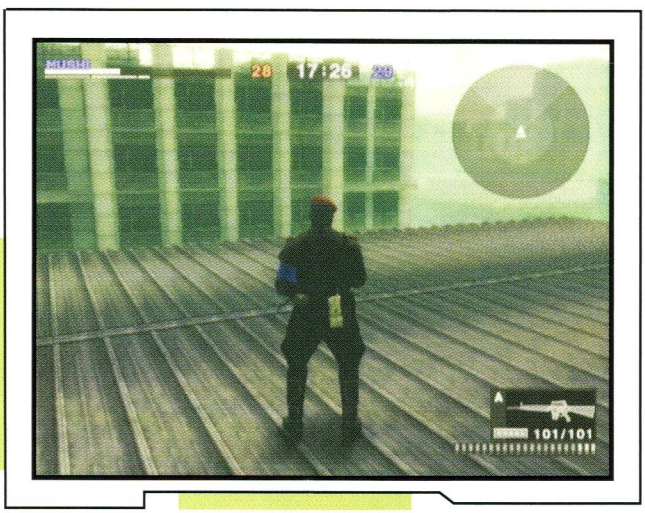


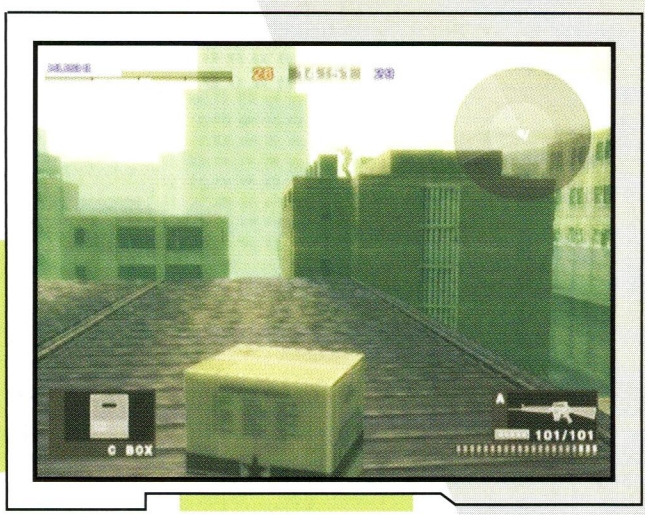
Instead of using the main route by taking the stairs to get to the underground tunnel (5a), you can sneak down into the grassy area (6) by use of the small alley (5e). Just be careful no one is lying in wait behind nearby dumpsters or hiding in the grass.

HOLE IN THE WALL

This large crack in the wall can be used to your advantage. Position yourself so you can train your sights directly through the crack and watch (5c) from either side for enemies to pass by. With some skill (and luck), this crack provides some good head shot opportunities.

THE WAREHOUSE

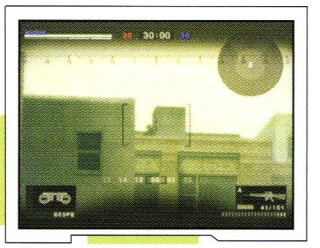




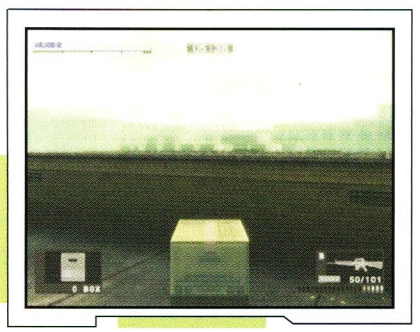
Take extra caution when climbing up onto the Warehouse (3) — you are a big target. Not only is this because enemies on both buildings (1 and 2) can see you clearly, but also because your footsteps make loud sounds on the metallic surface. If you have to absolutely go up there, make it quick, and equip yourself with a Box.

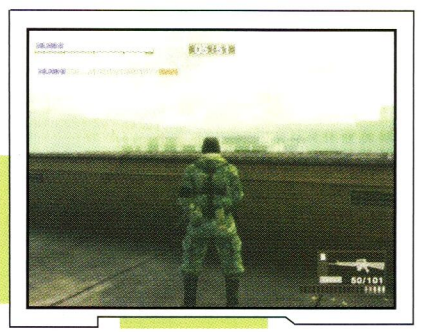
THE BUILDINGS

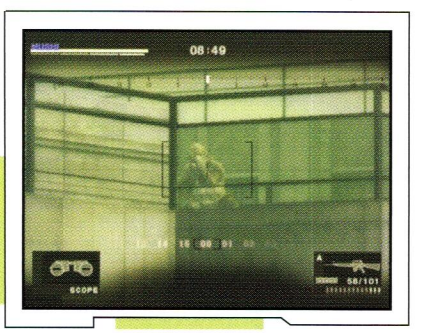
You can use the Red Building (1) to snipe your opponents on the Large Office Building, as well as below. The trick is to use the building's assets effectively. The Red Building is small, but it has a lot of architecture to hide around and to use for camouflage. Use this to your advantage. If you're on the top of the Red Building shooting at people near its pillars, don't leave yourself out in the open. Instead, use the four pillars as a hiding spot. Lean around them and pick your shots carefully, changing your position often. This way you're not as much of a target and harder to see without a scope.













You can also snipe people on the other large building from behind the small ledge of the roof. Equip a Box, and get a bead on any opponents across the way (if you feel secure, you can use the scope). If you catch an opponent unaware, quickly pop up and take a headshot. Just remember, your head will also be exposed, although not as much as if you were on the other side.

You can flip over to the Secondary Building from the Red Building (1). To do so, get a running start, and then flip at the edge. If you don't make it all the way, you still should be able to grab the ledge. Once up on the Secondary Building, quickly equip a Box, grab the item, see if there are any kill opportunities below, and then get out of there.

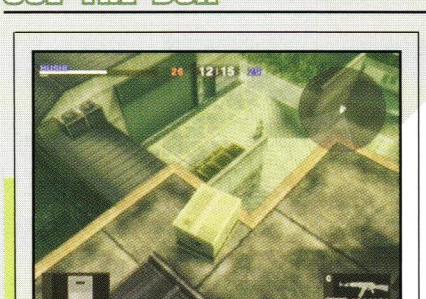
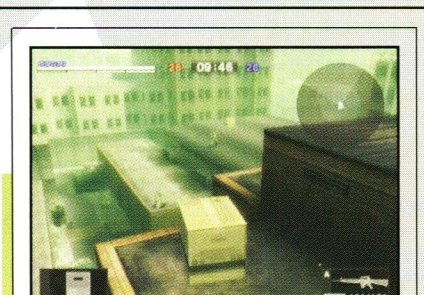




RISK VS. REWARD

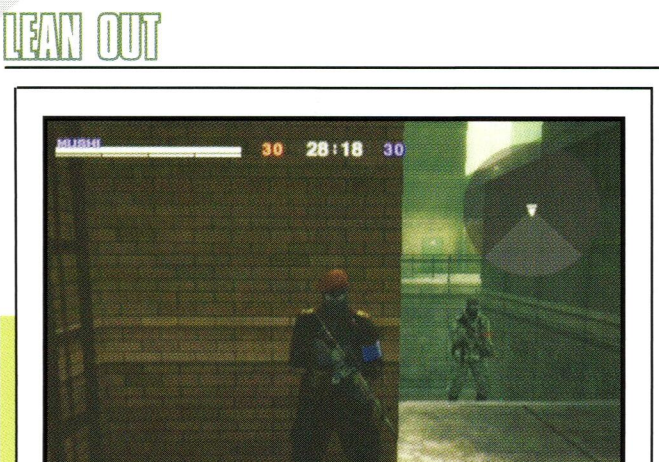
Using the Secondary Building (1b) is dangerous, as its open structure means you are a sitting duck. However, the reward can be worth the risk, as sometimes it holds a bonus weapon, such as the RPG-7. If you choose to go for it, be extra careful.

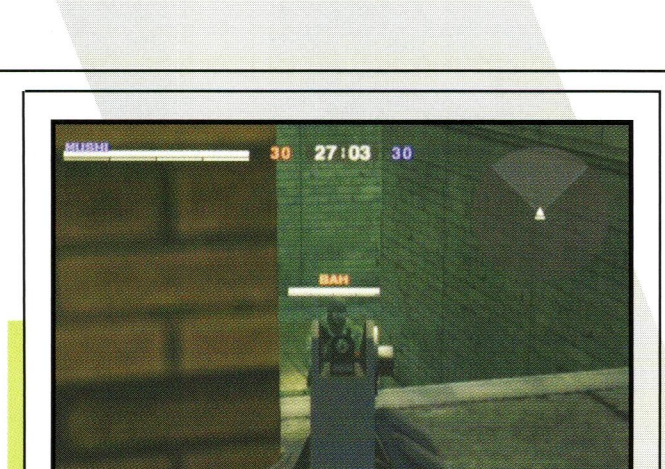
USE THE BOX

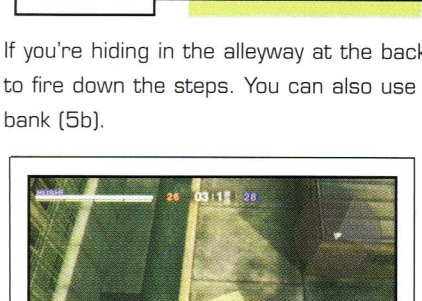
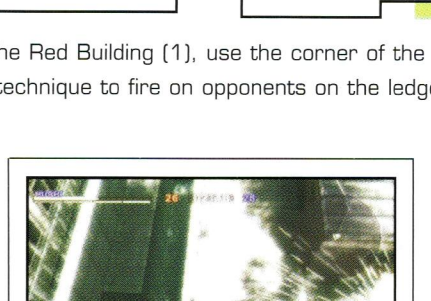
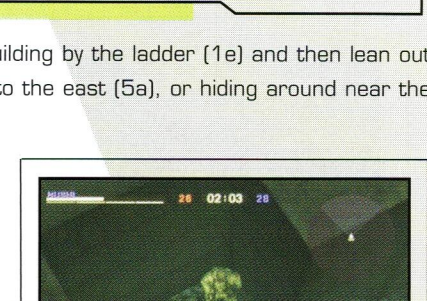

Be careful when moving around on top of the buildings (1 and 2). Equip a Box and use look around to see who is in your immediate surroundings. The enemy can sneak up on you from any side, so always watch and be cautious. Especially watch for people below throwing grenades.

LEAN OUT





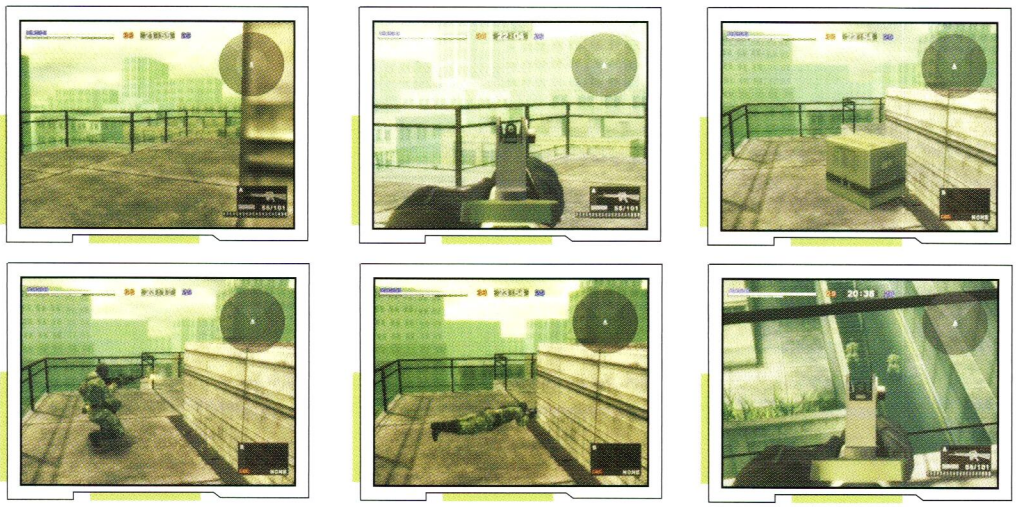
If you're hiding in the alleyway at the back of the Red Building (1), use the corner of the building by the ladder (1e) and then lean out to fire down the steps. You can also use this technique to fire on opponents on the ledge to the east (5a), or hiding around near the bank (5b).

SMOKE 'EM OUT

If any opponents are stationed up on either the Red Building (1) or the Large Office Building, (2) and they've booby-trapped or are protecting the ladder, use grenades to smoke them out. Just use caution and be aware of your position when throwing grenades. Hiding in the alley to the west of the Red Building (1f) can be dangerous, as your opponents can see you from above and instantly take you out with a head shot.

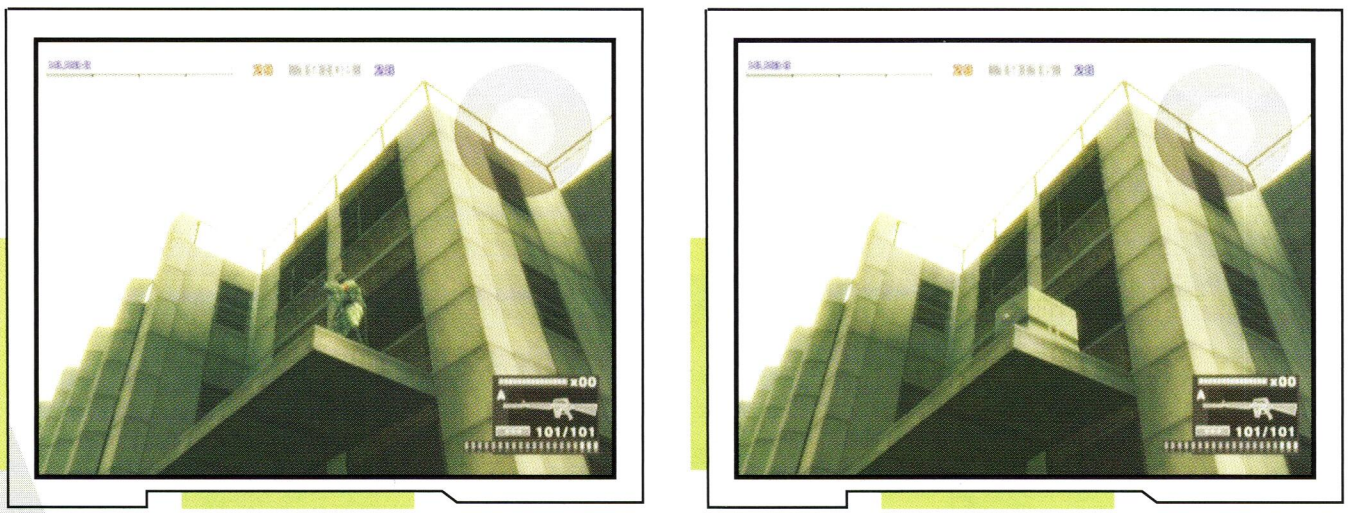
SNIPING FROM ABOVE



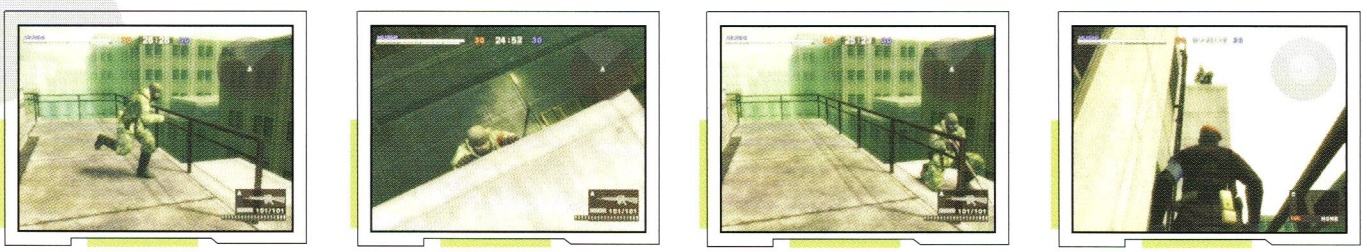
You can use the Large Office Building (2) to snipe people on the other building, as well as the people below. The trick is to use the building's assets effectively. The Large Office Building is really big, but it only has the two stone pillars for cover and hiding. If using this vantage point to snipe, continually reposition yourself and keep moving. Use a Box to hide your head while moving, and use corners to lean out and snipe. If you lay prone, be sure to pick a point that is hard to see from the other building. Also, periodically move out to the front and do a quick sweep of the streets and alleys below. If you just stay in the crouch position and start firing off randomly, you're likely to get tagged in the head.

SNEAKY SPOTS

After climbing up to the top of the Large Office Building (2), you can flip over the ledge and drop down to the terraces along its front side (2a). From this position, you can hide inside a Box and use this new vantage point to observe the area and fire on the people below.



This strategy can be dangerous, but sometimes worth the extra risk. Flip onto the pillars (marked 2c) on the back of the Large Office Building (2). Next, position yourself at an angle, flip just so that you grab the edge of the pillar, then pull yourself back up. This way, you can target anyone on the pavement below or climbing up the ladder.



TRAPS AND LADDERS







While you can protect the ladders on either of the buildings by setting up a point man to guard them, it may be better to lay traps. There are a two ways to do this, but both are not surefire tactics.

The first way is to place a Book at the top of the ladder and then kill your opponents when they stop to look at it. However, Books disappear after a short period of time. The only way to use them effectively is to quickly lay one down when someone climbs onto the building and then rush in for the kill once they've stopped to look at it.

The second is to place a Claymore at the top, which can be more effective than a Book. However, the Claymore is not strong enough to outright kill your opponent, and may even blow them off of the building to the ground below.

When climbing the ladders to get to the top of these buildings (1 and 2), take a moment before you climb up all the way up to scope out any traps or enemies lying in wait. If this is the case, quickly drop back down and reposition yourself to either lob grenades, or find an angle from a distance so that you can see the enemies on the building. If you're playing a team game, you can also check the safety or threat level of the building by using your Radar. If you see a team color up on the building that matches yours, you should be safe.

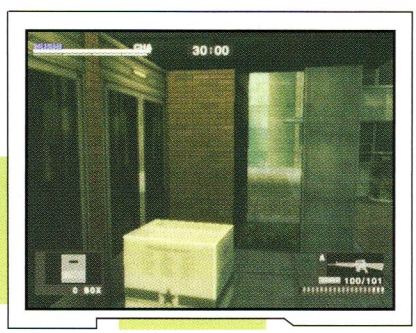


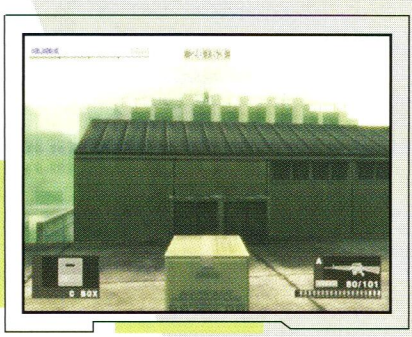


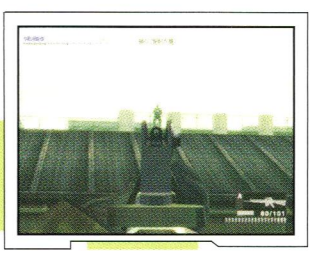
When climbing the ladder of the Large Office Building (2), remember there's a lot of space behind you. Since you aren't able to do anything else while climbing, move the camera around to check both of your sides in order to gauge the threat from above and below.

STAY LOW



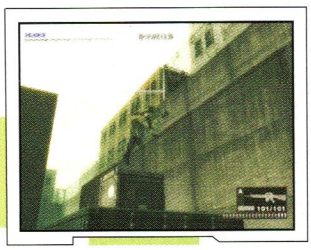
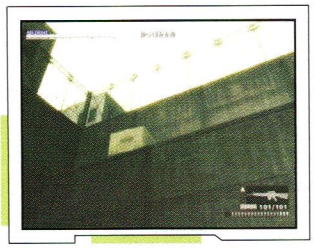
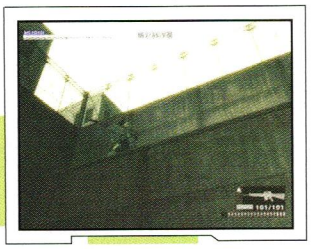
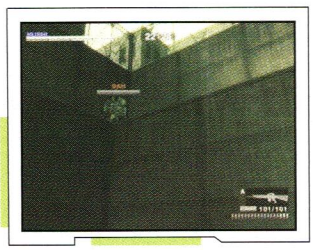




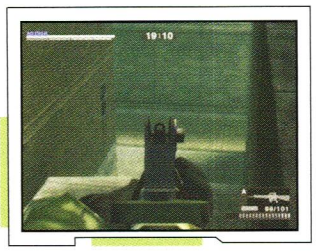


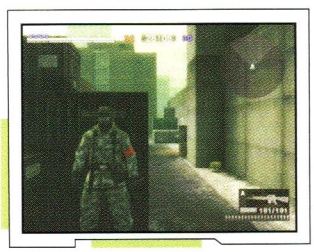
If an opponent is on one building, don't automatically go to the top of the other building to kill them — it's more than likely you will already be sighted you before you can get into position. Instead, try to find other places on the ground where you can locate the enemy above and target them. This includes hiding in a Box by the Bank (5b) and then popping up and aiming at either building (1 or 2), or hiding behind the roof of the Warehouse (3a) and then jumping out. If this approach doesn't work, you can also get close to a building, watch your back, and then lob a few grenades.

HIDING SPOTS

You can sneak around the Red Building (1) and get into this good hiding/shooting position. To find its location, first climb up the crates in located to the west (1c). Continue to it by heading south, flipping over the small alley (1f), and then hiding in the corner (1d). Once there, equip a Box. You are now in the perfect position to use the ledge to kill any opponents in the street below or climbing up the Red Building's ladder.

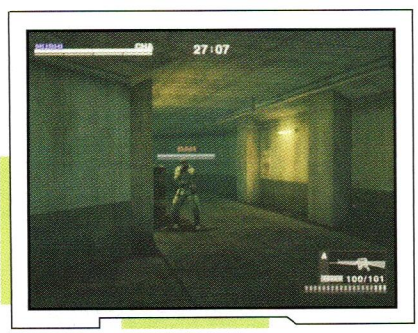





You can hide behind the crate in the uppermost northwest part of the map (6) and CQC enemies as they run by. To do so successfully, make sure that your head isn't visible to people lurking on and around the building to the south (1). This is an especially handy tactic if you're playing as Raikov, since his CQC is an instant stun.

THE UNDERGROUND TUNNEL

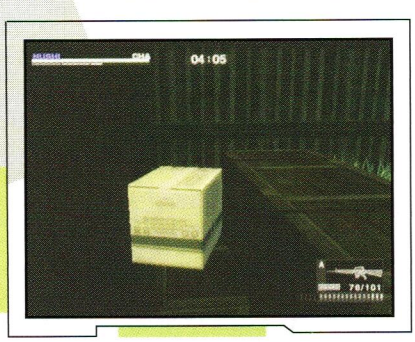
Be careful when running through the underground tunnel (8) near the large Office Building (2). This area is a major respawn point, and it is also littered with exploding barrels, which you can shoot to blow up people. If you have to run through this tunnel, steer clear of the barrels and watch your back.





THE GRASSY AREA

When hiding/protecting the large Grassy Area (6), you can either cover the crawlspace entrance (4b) by lying prone/crouching on the crates (6a), or, more effectively, hide in the northeast corner (6b) inside of a Box. From this vantage point you can scan the area to see both entrances, as well as keep an eye on the crawlspace.

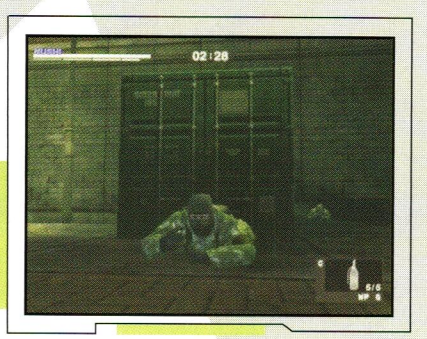





CRAWLSPACE COMBAT

Be smart when using or approaching the crawlspace (4). If you're on the western side of the crawlspace (4a), don't check it for enemies by lying down in front of it. Instead, lie down in front of the crate to the left of the crawlspace's entrance.

If you're on the east side of the crawlspace (4b), check the entrance by leaning out to the right side of the space, using the grass as cover.

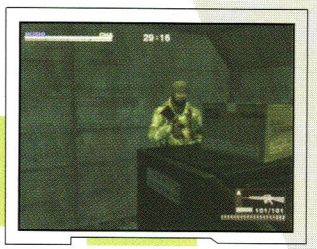


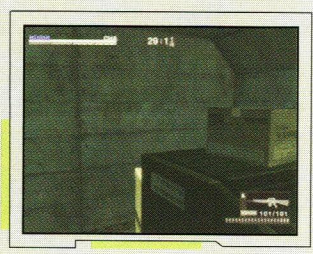


If you see items strewn about by the entrance to the crawlspace, chances are they are the remains of a fallen foe or team member. This is a good indicator that there is someone inside the crawlspace waiting for his or her next kill.

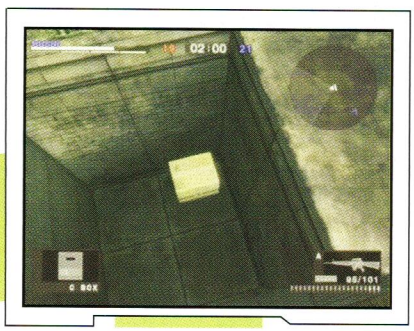
ELEMENT OF SURPRISE

Always look for good hiding spots that let enable you to see down long hallways (2b). Other good hiding places include areas where you can duck behind crates and dumpsters (1g), and then equip a Box.











MISSION SPECIFIC TACTICS



SNEAKING MISSION MODE

When playing Sneaking Mission Mode, be careful around the crawlspaces near the western most microfilm (1c). Snake likes to sneak through there. If you want to guard these entrances or set an alarm, place a few Claymores by their openings.





When playing Sneaking Mission Mode, if you want to keep an eye on both Microfilms simultaneously, climb up the Red Building (1), flip down to the grating to the north (1c), and then equip a Box. From this vantage point, you can sweep the camera back and forth between both sets of Microfilm.

CAPTURE MISSION





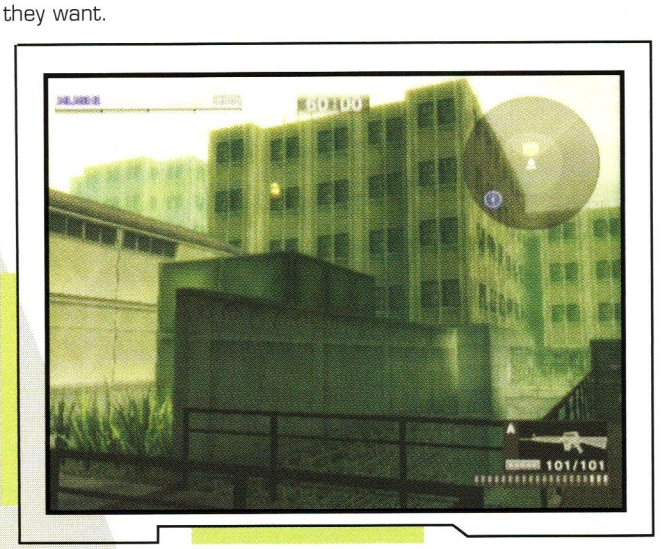


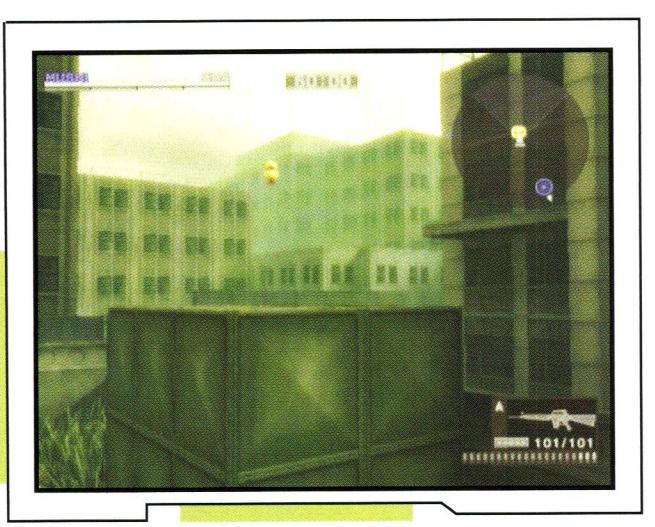


The Kerotan spawns either under the bridge or on top of the green box. Locate it first before rushing in. If it's on top of the box, you have to get up onto the top of the Office Building and flip over to it. This also means you're an inviting target, since it's quite easy to snipe the green box from above and below from a number of different positions. Take extra caution if the Kerotan is below the bridge, as its location is right next to an exploding oil drum.

RESCUE MISSION

The Gako spawns in only one place — on top of the same green box that the Kerotan sometimes spawns over. The same tactics for the Capture Mission apply here. The only thing to remember is that the Red Team can pick up the poor duck and move him anywhere they want.





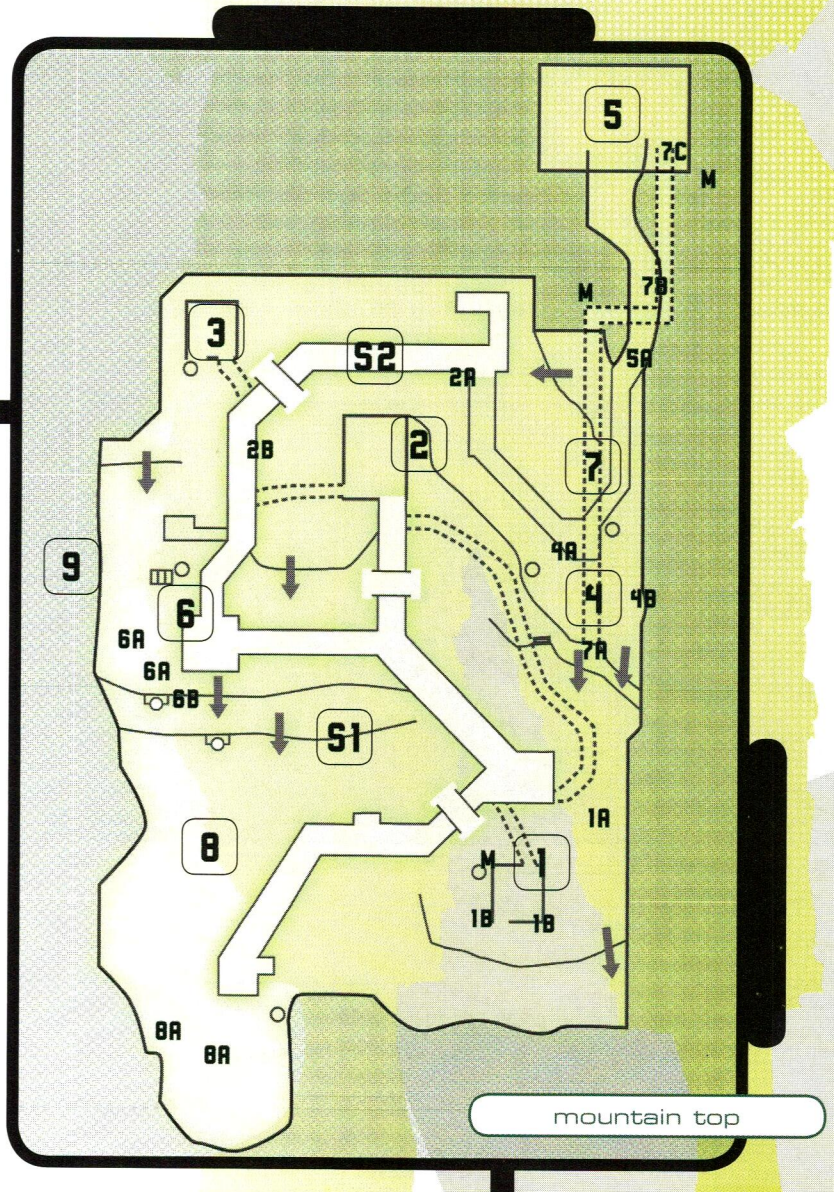
TEAM SPAWN POINTS

When playing any mode with teams, the players generally spawn around the areas just south of the Red Building by the steps (S1), or in the underground tunnel (S2). This isn't always 100% the case however, as players can spawn as far away as the Grassy Area (6) or near the Red Building's ladder (1e).

PERSISTENCE

Mountain Top - Kransogorje Mountain (From MGS 3)

You may remember Mountain Top, or Krasnogorje Mountain, from playing through the regular campaign of Metal Gear Solid 3 Snake Eater. While not as big as many of the other multiplayer levels, Mountain Top's terrain can be deceiving. There are trenches to run and jump into, shacks to hide in, ladders to climb up, crates to get shot through, and a whole underground hallway to deal with. This, of course, is all played out on a steep incline. To top it off, the mountainous environment clashes with almost all of the soldiers' uniforms, so don't expect a lot of help from camouflage.



1. The Southern Shack and Crates
2. The Center Shack
3. The Northeastern Shack
4. The Main Hilltop
5. The Northeastern Shack
6. Hill with Wooden Crates
7. The Underground Hallway
8. Lower Hill Near the Ladders
9. Chasm of Death

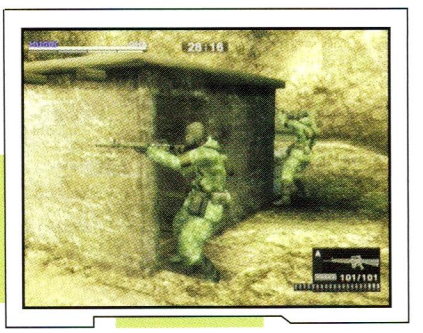
S1. Spawn Point 1
S2. Spawn Point 2
M. Monitors

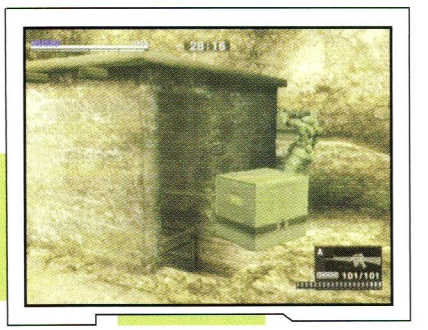
GENERAL TACTICS

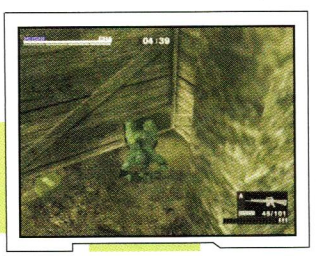
THE SOUTHERN SHACK AND CRATES

USING THE SOUTHEASTERN SHACK AS A VANTAGE POINT

Use the Southeastern Shack (1) at the bottom of the mountain for cover, going to either edge of the shack and scanning the area to spot your opponents. Hiding in this area gives you a good vantage point on almost all the key areas of the map, such as at the entrance of the Underground Hallway (4), or up on the sniping points of The Main Hilltop (7). When you spot an enemy high above, instead of exposing yourself by moving out into the open, lean out using the First-Person View mode to make your shot. If someone spots you, duck out of the way or hide in a box near the doorway.









Make sure you keep close to the back of the shack so your head's not a target from above. When not shooting or surveying the area, move away from either side so your opponents don't get an idea of where you're hiding. If your position is compromised, either equip a Box to hide, or slide down to the area just south and work your way around to the west.

CREEPING CRAWLERS

A good rule of thumb is to always keep an eye on the crawlspaces — especially the crawlspace in front of Southeastern Shack (1). Since this area is used as a sniping point to pick players off, it's possible for an opponent to flip down and crawl into it when you're not looking and then wipe you and your teammates out before you even know what hit you.

SNIPING USING THE DIRT WALL

When climbing up the first set of ladders in the southwestern part of the mountain, use the Dirt Wall (6b) on the hill as cover from snipers to the east. You can also hide here, leaning out to shoot anyone visible up on The Main Hilltop (4) or up on the Center Shack (2). This tactic isn't full proof however, as anyone on the other side of the Southeastern Shack (1), or down by the Southern Crates (8a), can easily spot you.



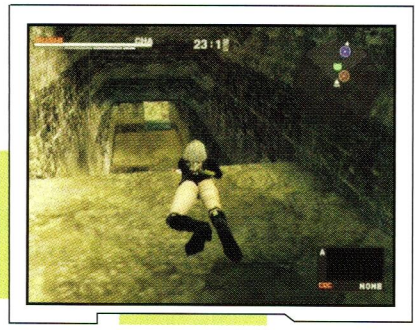


THE UNDERGROUND HALLWAY

APPROACHING THE UNDERGROUND HALLWAY

When approaching the southern entrance to the Underground Hallway (7a), watch out for enemies lying in the prone position at the top of the First Incline. Players like to sit here and mow down people who rush in, since they see you before you see them.





ALTERNATIVES

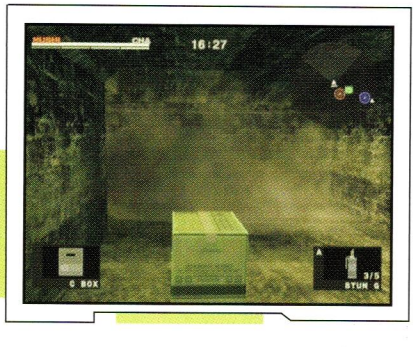
If need be, take another route to get into the Hallway, or use a Flash Grenade to try to blitz them. The latter option can be a bit dicey, as the doorway into the Hallway is very small, and the person hiding in there will probably see you before you get the opportunity to lob the grenade.

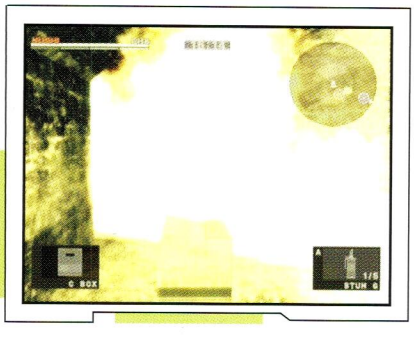
USE SMART TACTICS

It becomes a little easier to take out your enemies once you proceed into the Underground Hallway, as you have a larger area to in which to work and the Second Incline (7b) isn't as steep as the first.

When you first approach the Second Incline, put your back to the wall just to the west of it and then scope out any enemies hanging around the corner. If you see anyone, quickly stop and stay where you are. Instead of rushing in, equip your Stun Grenades and temporarily stun them. Once the grenade explodes, un-equip your box and run around the corner, gun at the ready. Taking out your foe should be easy if he's disoriented.



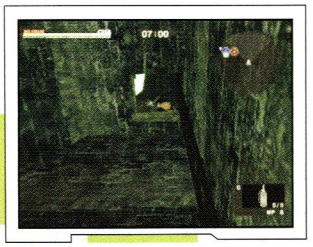
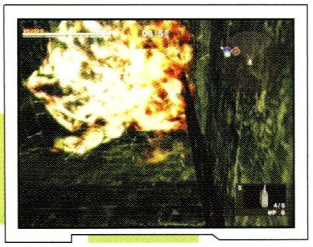




BOX IT UP

Before you throw any grenades, you should always protect yourself by equipping a Box. As long as you're inside a Box, you're immune to the flash of Stun Grenades. It's possible to quickly un-equip the Box, throw the grenade at your opponent, and just as quickly re-equip the Box before the grenade explodes.

CLIMBING THE LADDER

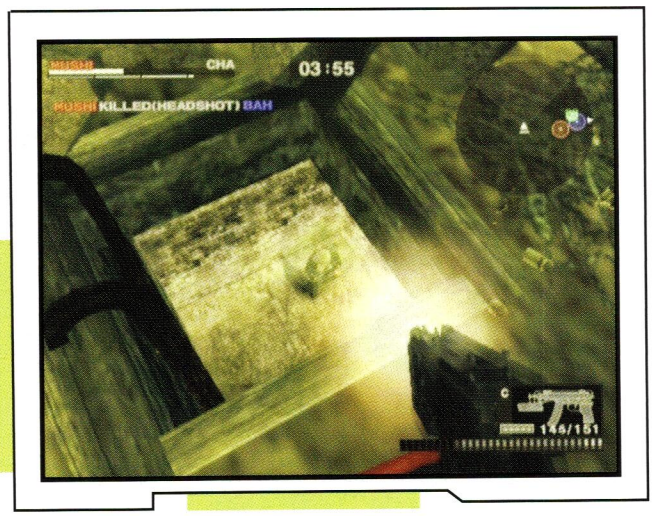




Before climbing up the ladder that leads from the Underground Hallway (7) to the Northeastern Shack (5) at the top of the mountain, use grenades to smoke out any people or traps that might be hiding/set up there. WP Grenades work wonders for sending people running and dispatching Claymores. Also be wary of enemies watching you from above when you come up the incline, and take evasive action if they jump down into the Underground Hallway with you.

HIDING PLACE

You can hide near the top of the Underground Hallway (7), as there's a small corner space (7c) to the right of the ladder. Get in to position and equip a Box. If an opponent rushes up the hallway toward the ladder, you can quickly un-equip the Box and grab them with CQC. However, use caution when attempting this tactic — your enemy may get suspicious of the Box from above in the Northeastern Shack (5) and fire down on it.

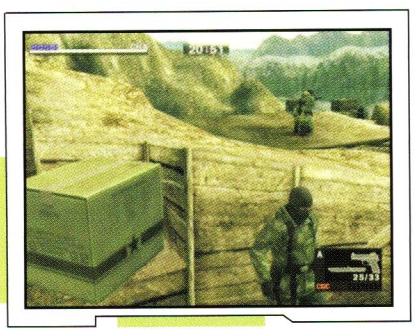
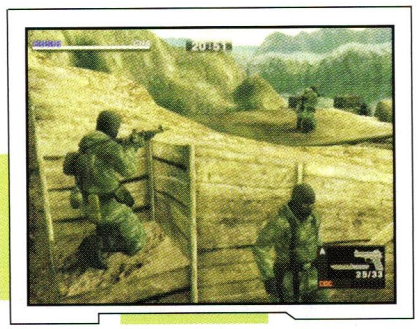
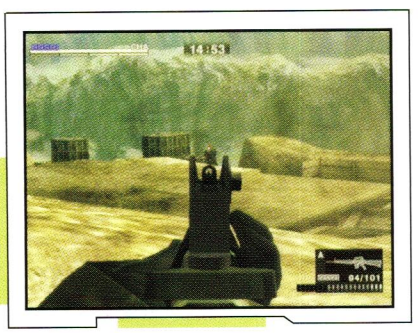




CENTER AND NORTHWESTERN SHACKS

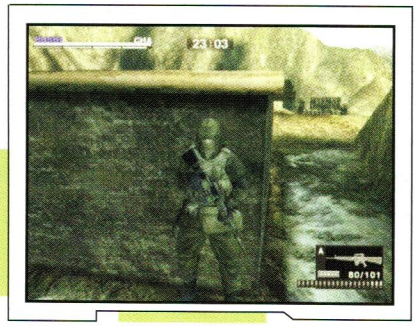
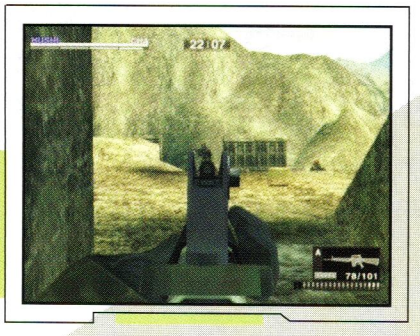
SHOOT USING THE FOOTHOLDS

When on the middle part of the mountain near the Center Shack (2), use the footholds/steps (2a, 2b, and even as far away as 4a) leading up from the trenches as sniping points. Get into position and crouch in wait inside a Box. When you see an enemy running toward your position, you can easily gun him down.

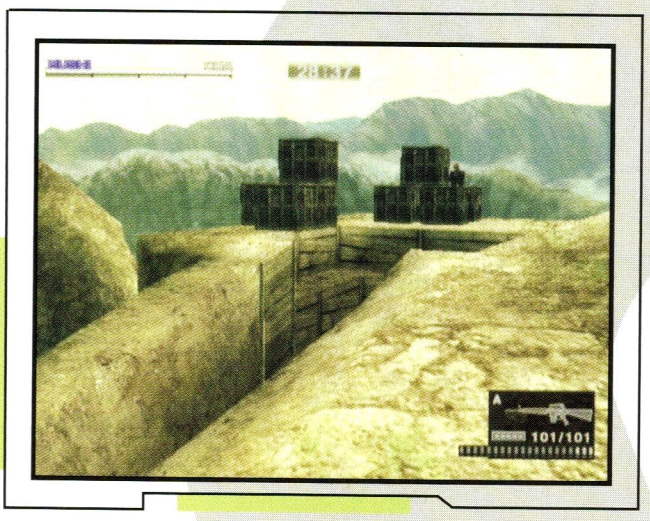
COVER THE CRATES AND LADDERS

A good way to cover the Wooden Crates on the Hill (6) and the ladders to the south of them is to hide behind the Northwestern Shack (3) and scan the area for the enemy. When you see someone, lean out and take him out, then quickly duck back behind the wall. Be sure to look behind you every once in a while so no one sneaks up on you — especially an enemy you just killed looking for revenge.

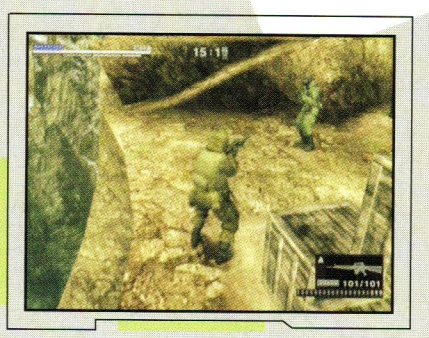

SHOOT THE CRATES

If you know an enemy is hiding behind any of the wooden crates in the level (Such as 1a, 6a, and 8a), fire through them for an easy kill. If you aim high enough, you may also get a headshot. This is especially useful for the Wooden Crates on the Hill (6), since the crates there are near a ladder and are an obvious hiding place for anyone trying to sneak up the mountain.




TREAD CAREFULLY

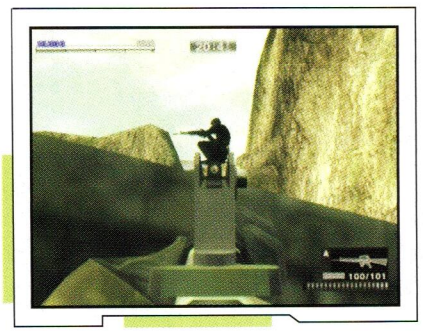
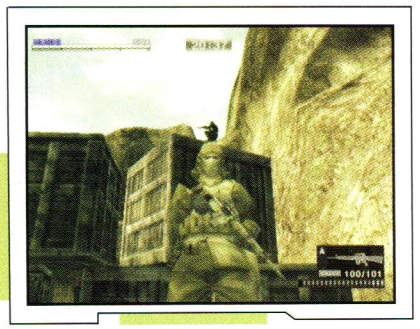
When trying to evade an attack while on the western Hill with the Wooden Crates (6) near the Deep Chasm (9), be careful not to flip off the mountain and kill yourself. This goes especially double when carrying the Kerotan or Gako in Capture and Rescue Mission Modes. If you flip off the mountain while holding either of these token items, the other team gets an automatic win.



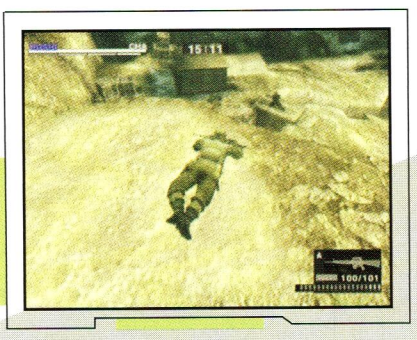

THE MAIN HILLTOP

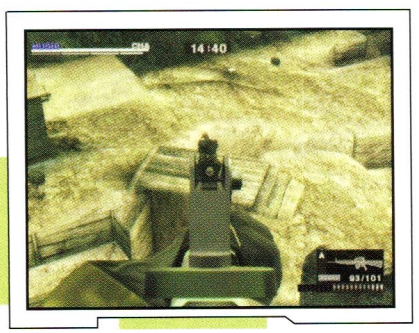
AN OBVIOUS SNIPING POINT – TOO OBVIOUS!

You can use the small inclined ledge (4b) on the most middle-eastern point of the map as a sniping point. However, there is a great amount of risk involved in doing so. This area is hazardous — you are exposed to the enemy from many angles (such as from the shack below (1), and the dirt ridge (6b) to the west), and you become even more of a target when getting down from this position (the way the ledge is set up, there's no way to get back up to The Main Hilltop without first sliding down further). That being said, this sniping point can still be useful, and if you plan to use it, use it with strategy. Utilize what cover you have to the west by moving back and surveying what's below. If you get a kill, don't stick around too long afterwards. Once someone knows you're up here, you become cannon fodder.

The Main Hilltop (4) on the middle-eastern most part of the level is a great sniping point, especially compared to the small inclined ledge (4b). Lay prone, and pinpoint your targets. Once a target is acquired, pop up and quickly take them down with a headshot.





THE NORTHEASTERN SHACK

PROTECT YOUR BACK USING CLAYMORES

The ladder at the Northeastern Shack (5), which is accessed from below by the Underground Hallway (7), can be a problem. It's location leaves you unprotected from behind while using the Main Hilltop (4) as a vantage point. To combat this problem and protect your back while sniping from The Main Hilltop, head up to the Northeastern Shack at the top of the mountain and plant Claymores for a defensive booby-trap.




Plant two Claymores in the Northeastern Shack (5), making sure that you put at least one set of laser beams over the hole in the floor, crossing over the ladder top. Hide a third Claymore outside so that its laser beams cross over the threshold of the door, and it is partially obscured to those running out of the shack. By planting these, at worst you have an alarm for when enemies are heading up through the shack, and at best they will deal damage and injury.

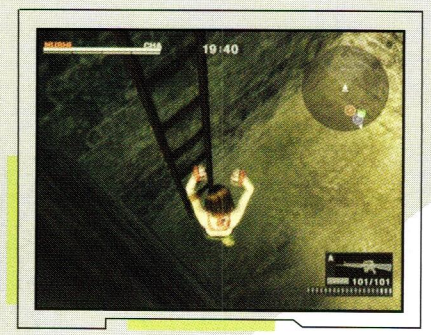
KILL THE MONITOR

Use a weapon and take out the Monitor at the top of the mountain so no one can watch you as you work.

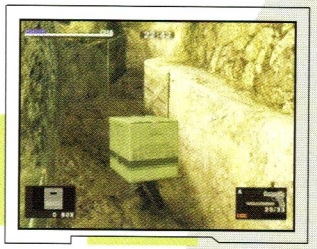
DROPPING INTO THE UNDERGROUND HALLWAY

When dropping down into the Underground Hallway (7) from the Northeastern Shack (5) be careful not to flip or run into the hole — you'll hurt your ankle and take some damage. Instead of running, use the directional pad and sneak slowly off the edge to hop down and into the Underground Hallway below.





BOX FOR SPEED



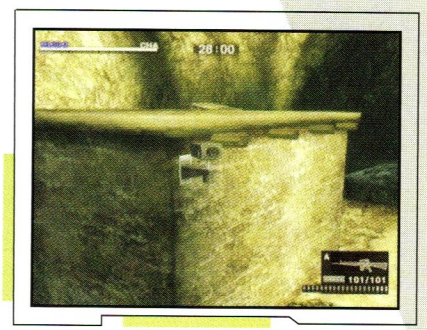
When heading uphill on the mountain — especially when you're going up to the shack in the northeast (5) by way of the closest trench (5a) — use a Box. Not only do you run uphill faster, but your head won't be poking up above the ridge and be a target.

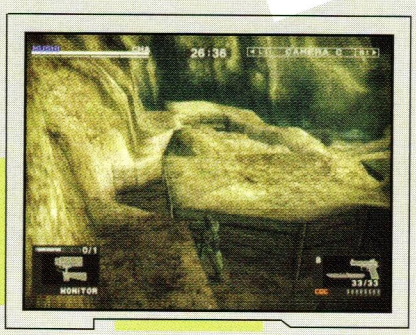
SPEEDY RESULTS

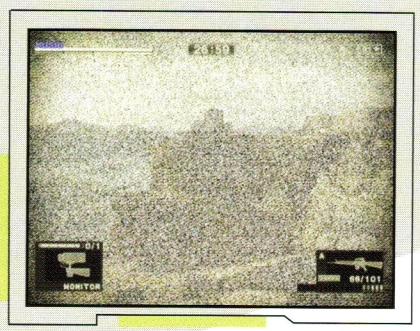
Using the box for speed is a good general rule of thumb, especially on maps where a lot of the terrain is uphill.

BE MINDFUL OF THE MONITORS

This level has Monitors (labeled M on the map) that can be used to view your enemies' positions and vice versa. If the light on the Monitor is blinking, this means that someone else is using it to and can see you. Shoot at them to disable them.







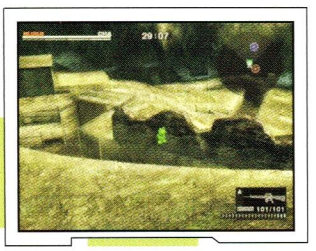
CAPTURE MISSION



The Kerotan only spawns in one place on this map — on the hill between the Middle Shack (2) and the entrance to the Underground Hallway (7a).

It's a mad dash for either of the teams to get the Kerotan quickly. The Red Team may have a little more of an advantage since they are slightly closer to their goal point. If you're coming up from below, watch for headshots. If you're above, go for the headshot. And if you get the Kerotan and need to take it down the mountain quickly, be tricky and flip over the trench and the small dips in the broken wall (located to the southwest of the Kerotan) in order to get to the blue goal point a bit quicker. If you're stuck in the trenches, use a Box to keep your head down and hope for the best.





RESCUE MISSION







The Gako spawns at the very top of the mountain (near S2), and is very hard to grab. The only way to successfully reach it is to use smart tactics, such as equipping a Box and quickly eliminating any enemies encountered.

SNEAKING MISSION



The sets of Microfilm spawn in two very different places on this map. The first location is out in the open, and is only covered by two sets of wooden crates (8a), which you and your enemy can shoot through (not to mention snipe from above). While this makes it harder to pick up, it's also really close to the goal located in the Southeastern Shack (1).

The second location is near the top of the Underground Hallway, just under the Northeastern Shack (5). It's a lot harder for the enemy to get to it with any amount of speed. If everyone is down at the bottom of the hill (you can use your Monitor to help determine this), it may be better to grab this Microfilm and take the long trek to the western goal, or climb back up and approach the southern goal by flipping your way down the mountain.





TEAM SPAWN POINTS

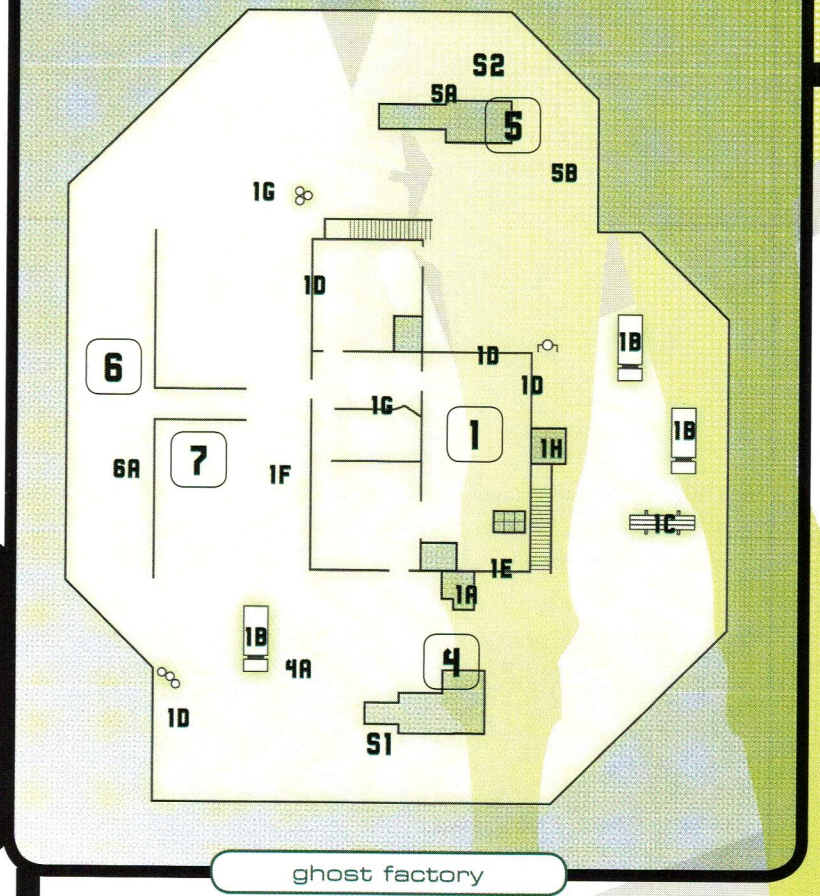


When playing any mode with teams, players spawn around the general area of two points (S1 and S2). The first set of players spawn around the southernmost point of the hill near the Southeastern Hut (1) and the Lower Hill Near the Ladders (8). The second set of players spawn more toward the top of the mountain, near the Center Shack (2), the Main Hilltop (4), or even as far away as the Northeastern Shack (5). When you're running around the level, note these as your hot zones. If someone on the other team suddenly dies, be cautious — they may spawn right where you're standing and target you for an instant kill.

PERSISTENCE

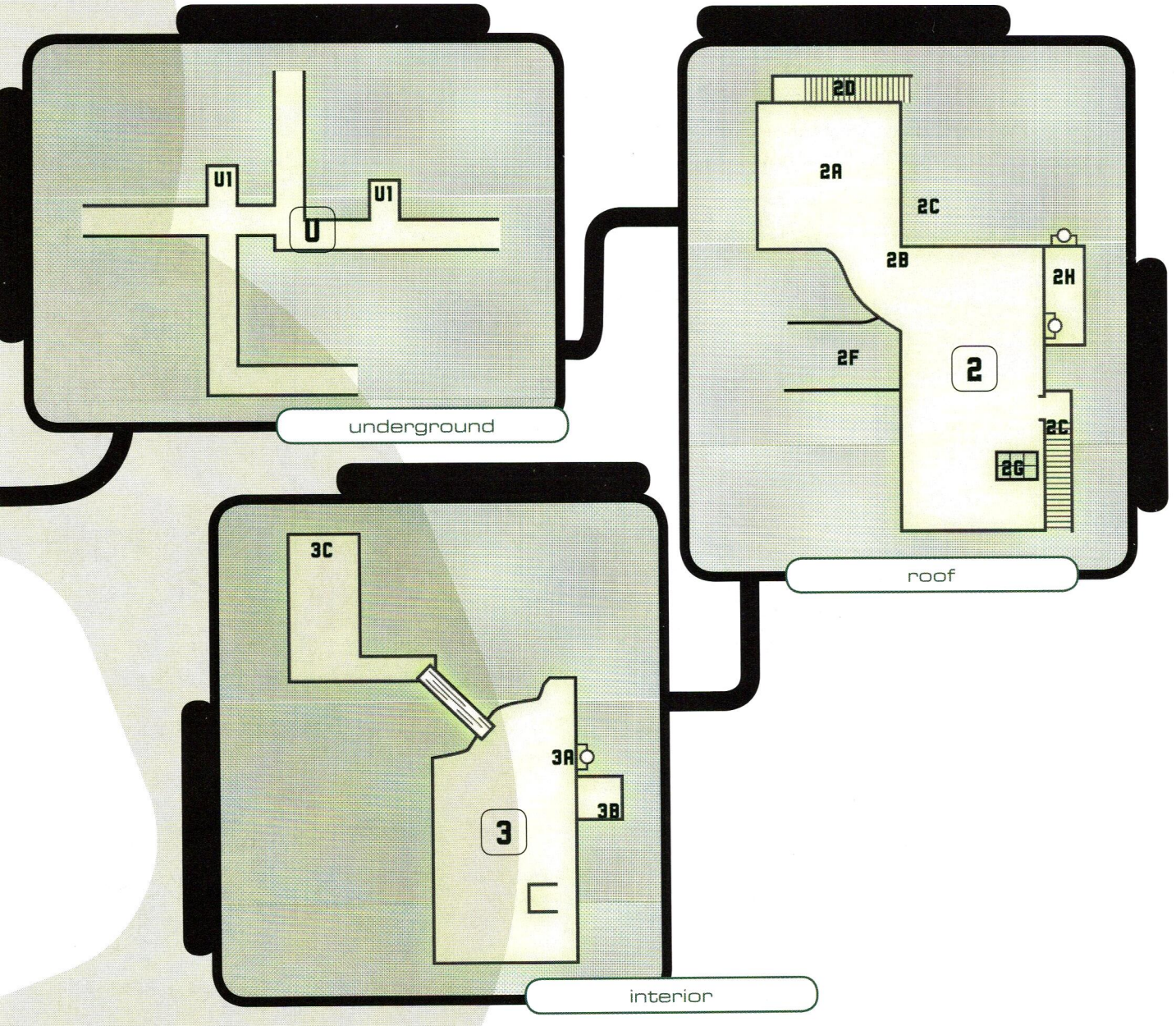
Ghost Factory

The Ghost Factory is one of the coolest new levels in Metal Gear's Online Mode. It's essentially a large grassy field with a broken down factory situated in the middle. Not only does the derelict factory provide two floors and a crawlspace, there's also a roof to climb up onto. Ghost Factory's grassy field provides plenty of cover for soldiers to sneak through, and environmental objects, such as trucks and crates, provide many hiding spots and cover.



ghost factory

1. First Floor - Machine Shop
2. Second Floor - Fallen Debris
3. Third Floor - Roof
4. The Underground Duct System
5. The Large Metal Container and Tarp
6. The Cement Building
7. The Grassy Field
8. The Long Ditch



GENERAL TACTICS

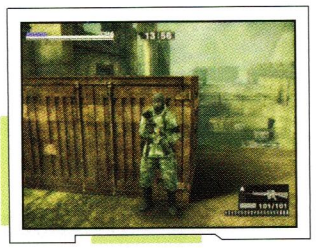
THE GRASSY FIELD

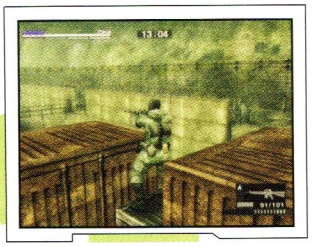
USING THE METAL CONTAINER

There is a Large Metal Container and Tarp (5) to the north that is high enough off the ground for you to crawl under. Use this semi-hidden area to get under and shoot unsuspecting targets.



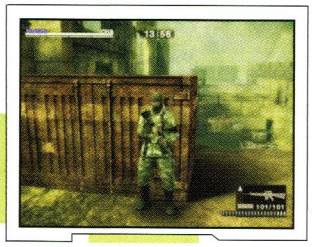
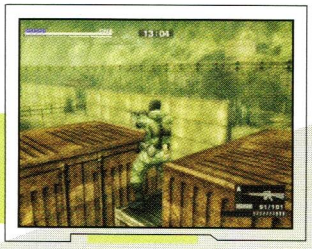






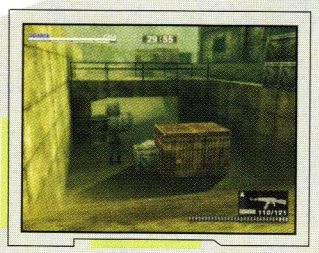
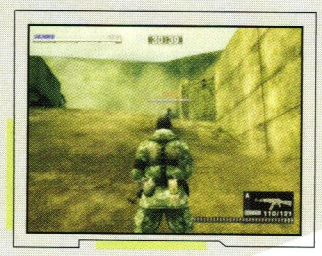
USE THE RED CRATES FOR COVER

Use the rusted metal crates to the northwest (1g) for cover. You can also hop up onto the small wooden crate between the two rusted crates. Use the various boxes around the level to hide behind and scope out the area around you. You can also use the structures to the north and the south (4 and 5) much in the same way, but always be careful not get to targeted from the floors above.

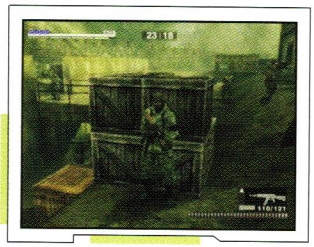

DEATH TRAP DITCH

The Long Ditch (7) that runs along the western part of this map is a death trap. While it has some crates along its length, it's quite deep and has a very steep incline to get up and out of. To make matters worse, there's also an exploding oil drum down inside that the enemy can shoot. If you get stuck down here, get out as fast as you can. Run uphill, equipping a Box, and watch out for any enemies lying prone at the top of the incline.


THE WOODEN CRATES

If you're heading toward the south, the small wooden crates to the west of the Factory (1f) can offer you some visual cover. If you choose to hide behind them, ensure that no one sees you do so — these crates are destructible and you can be shot through them.

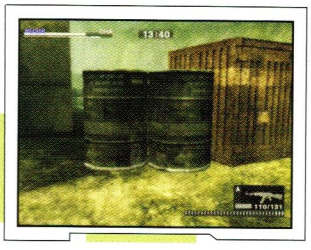


A QUICK KILL OPPORTUNITY

You can also hop up onto the lowest crate and have an opportunity to kill enemies who are laying prone in the grass to the south (4a).

TAKE CAUTION AROUND EXPLODING BARRELS

Use these explosive oil drums placed all about the level (1d, 1g, 2e) to your advantage. If you see any enemies standing close to one, shoot it until it explodes. If the enemy is close enough to it, he gets caught in the blast radius and either dies instantly, or be set on fire.






TAKE THE OPPOSITE APPROACH

An altogether different tactic is to detonate these oil drums as early in the match as possible to lessen the chance of your opponent applying the above tactic on you.

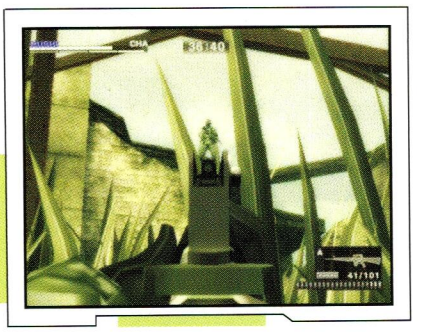
USE THE GRASS

There is plenty of tall grass in this map — use it to your advantage. Assume the prone position in the grass, then move close enough to the edge so that you can sight people rushing up, but are still camouflaged enough that it's hard ford them to see you. This tactic works especially well if you're a GRU soldier, since their camo makes you them the hardest to see.

Key areas for this tactic include the Grassy Areas around the Main Structures to the north and south (4a and 5b), as well as the Grassy Field all the way to the west (6).







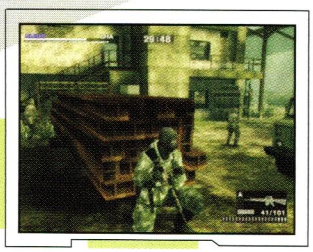
FLIPPING UP AND OVER CRATES

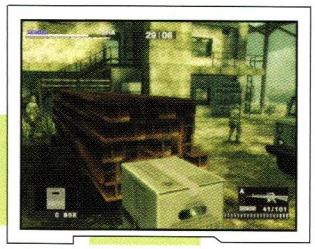
Speed is a major factor for survival in the Online Mode, and if you're climbing up crates or anything else it takes quite a bit of time to get where you're going. You can speed up the climbing process by getting a running start toward the crate, and then flip at it. Usually, this allows you to flip up onto the lower-most crate, and then get a bit of a head start in the climbing process.





THE OVERLOOKED RUSTED GIRDERS



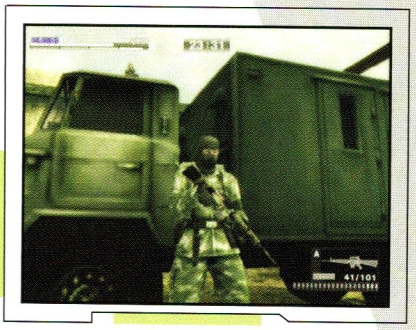


There is a pile of rusted metal girders (1c) sitting to the east of the Factory. While it may seem a little too obvious, this is a hiding place that a lot of people overlook since it's so close to the edge of the map. You can either crouch down with your back up against the eastern edge of the girders, or instead hide in a Box on either side of them.

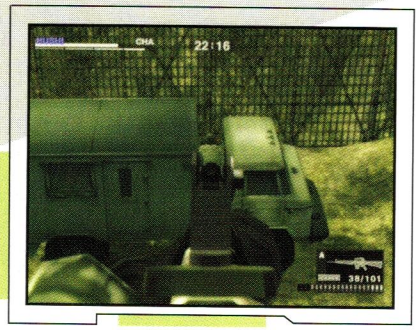
HIDING IN PLAIN SIGHT

Instead of traveling really close to the main Factory, take your time and go the long way. When you make your way around the map, use the outside perimeter and hide behind the trucks as cover to sneak around. Take your time, and stop and be cautious whenever you think an enemy is close.

Make sure you are completely covered by a truck to prevent your head or feet from being exposed by staying close to the tires whenever you stop. Hiding under a truck is not a good ides, as you will be easy to see spot and can quickly become a sitting duck.

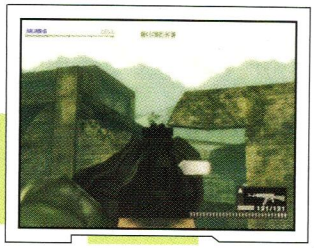






COVER THE ROOF FROM AFAR

When your opponents are picking people off from the Factory Roof (3), don't just try to rush up to the top. Instead, head away from the building, taking caution to sneak around and keep out of sight. Look for vantage points (such as 6 on the map) that you can use to target your opponents from below. If you're careful, this tactic can pay off, possibly allowing you to take over the roof.





FIRST FLOOR

WINDOWS AND DOORWAYS





In addition to all of the doors leading into the Factory, you can also roll into any of the open windows (1d) and gain easier access to the first level. However, be sure to check the inside of the Factory for opponents before entering.

USING THE BOARDED WINDOW

The boarded-up window to the south (1e), located in the Machine Shop (1), can provide both a good vantage and firing point, while also providing slight visual cover. Be careful though, as these boards will not stop bullets. If an enemy spots you, take evasive action and evacuate or find a place to hide as fast as possible.





AFRAID OF THE DARK

When in the Machine Shop (1), remember that it's dark and especially hard to see other players. This is especially true if they're the Ocelot unit, due to the dark color of their uniforms.

Opponents may be hiding inside, and if there's a box that seems out of place, be sure to check it by firing on it with your weapon. If possible, silence your gun first so as not to give away your position to anyone nearby.

CIRCUMVENTING THE MAP

When trying to head to the other end of the map in a hurry (such as when the other team has the Kerotan in Capture Mission), running around the open perimeter of the level makes you an easy target. Instead of staying out in the open, roll into one of the windows on the outside of the Factory and enter the Machine Shop (1). Inside, navigate your way through the machinery and find an exit, such as to the south of the Fallen Debris (2f). You can take the exit above by heading up to the second floor using the same debris.





UTILIZE THE HIDING NOOK



When you find yourself in and around the Fallen Debris (2f), make sure you utilize the often overlooked Nook (1g), which can be found underneath them. The nook offers protection from not only three sides (back, left and right), but above as well. As a bonus, it also covers two doorways and a high traffic area just to the west. Equip a Box, and watch out for anything going on nearby.

THE BOX AND THE DEBRIS

To the west side of the Factory is an incline comprised primarily of Fallen Debris (2f). You can use this to move up to the second floor of the Factory, and then proceed to any number of places from there. When heading up this incline, equip a Box. It's faster, and if you intend to hide up there, you already have it equipped.



SECOND FLOOR



HIDING ON THE SECOND FLOOR





On the second floor, there's a room to the north that has a good wall to hide and lurk behind. Use this wall to watch people rushing up from either the crates to the south (1e), or up the Fallen Debris (2f). If you see someone, roll out and eliminate them. Since the enemy is sometimes down below on the debris, it is harder for them to guess from which way your fire is coming.



WATCH YOUR BACK

When using this wall to hide, be careful to watch the steps to your back (2d), and use the boxes nearby for cover if you get into a firefight.

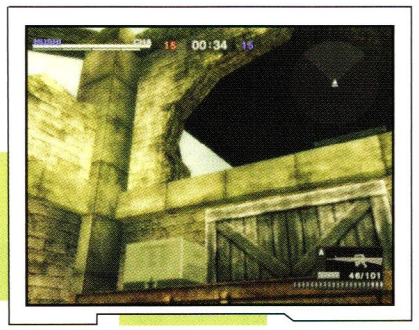
USING THE CRATES ON THE SECOND FLOOR

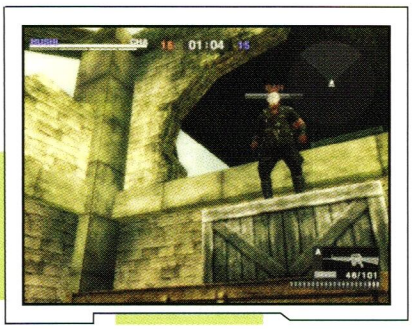


There are many wooden crates on the second level of the factory, and hiding in a box behind or around them is an easy way to ambush enemies. This tactic is especially helpful in the room to the north (2a), since there are a lot of boxes, and thus more places to hide.

THE METAL CRATE

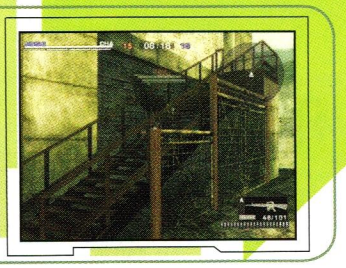
There is a large metal crate on the northern side of the Factory (2c), which is only accessible by hopping off eastern ledge of the northern room (2a). You can sometimes hide here in a Box and take out opponents scurrying around.





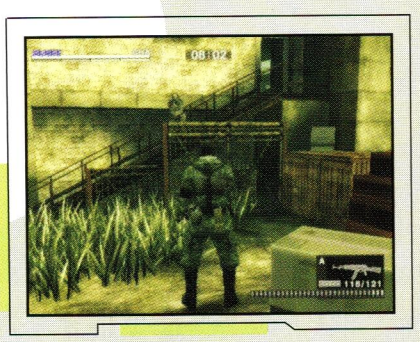
ROLLING UP THE STAIRS

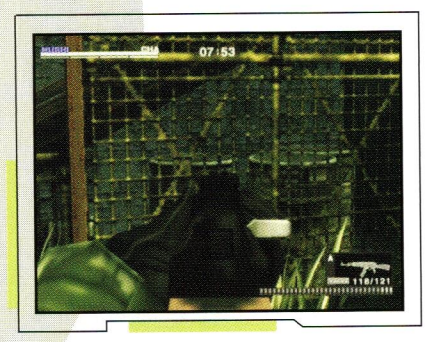
The metal stairs (2d, 2e) on this level have a distinctive sound when you run up them, and can very easily give your location away to enemies up top. Roll up or down the steps instead of running up them – it's still about as fast as running and you make less noise.

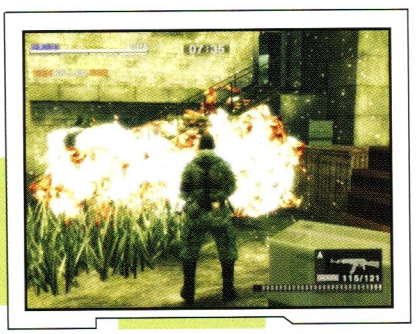


THE EXPLOSIVES UNDER THE STAIRS

The southeastern stairs (2e) leading up to the second floor of the Factory are a bit dangerous as they have a set of explosive oil drums hidden underneath them. Be careful when running up these stairs or hiding near them. On the other side of the coin, use them to your advantage when an enemy is nearby.







ADJUST THE CAMERA BEFORE HEADING UP TO THE ROOF

There are two ways to access the roof of the Ghost Factory. The first is to head up by the ladder on the middle eastern part of the Factory (2h), and the other is to use the pile of crates to the south on the second floor (2g).

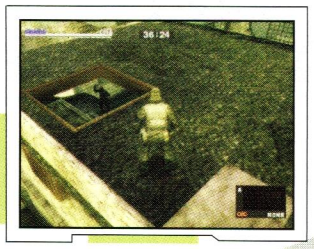


When going through the crates and heading up to the roof, make sure you turn the camera quickly to survey the roof behind you before even stepping all the way up. This way, you can see anyone waiting, and you have a better chance of surviving if there's more than one enemy.

TAKE THE ROOF WITH TEAM DISTRACTION

If you're playing a game mode using teams and you're having a hard time accessing the roof, set up a distraction. Have a teammate with grenades head toward the crates on the second level (2g), then have him lob a few grenades up onto the roof (3). The grenades don't unnecessarily have to hit anyone (although if they do this is a plus).

Next, have someone else head up to the roof by way of the ladder (2h). If you're lucky, anyone up there will be too busy trying to deal with your buddy to notice you sneaking up behind them.







THIRD FLOOR / ROOF



EFFECTIVE ROOF SNIPING

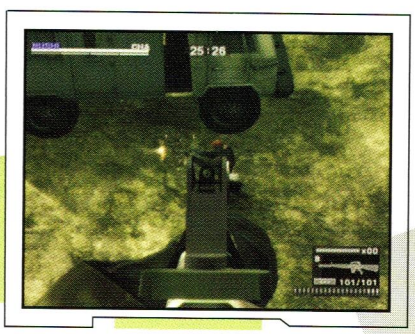


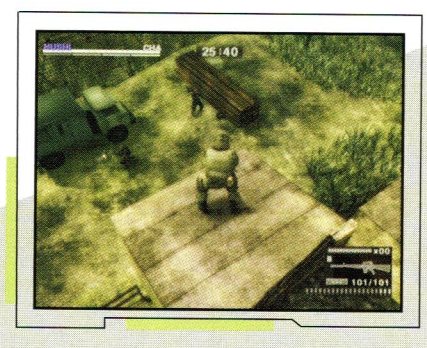


When moving around on the roof, make sure that you are almost always wearing a Box. Stay close to the center of the roof as much as possible and keep moving so no one can get a bead on your position.

SNIPING FROM THE LARGE PILLAR

When on top of the Factory, the large pillar on the eastern side of the roof (1h) is a great place to wait and take out the enemies you've spotted below. Just remember, when you make a few kills in a row, not to camp there for very long. When someone's spotted you or you feel as if you're a target, move into another position (such as 1d), and then equip a Box to hide.



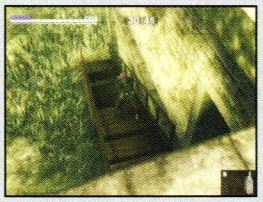


BOOBY-TRAP THE ROOF

If you move farther away from the entrances, such as over the log to the northern part of the roof (3c), set some claymores by these points to provide you an alarm to watch your back.

BLOW THE OIL DRUMS FROM ABOVE

If you notice anyone coming up the southeastern stairs (2e), you have another option to take them out other than your gun. While you can't fire on the steps and detonate the oil drums hidden underneath them, a carefully tossed grenade will set them off and create a very hot zone for anyone unfortunate enough to be caught in the blast radius.



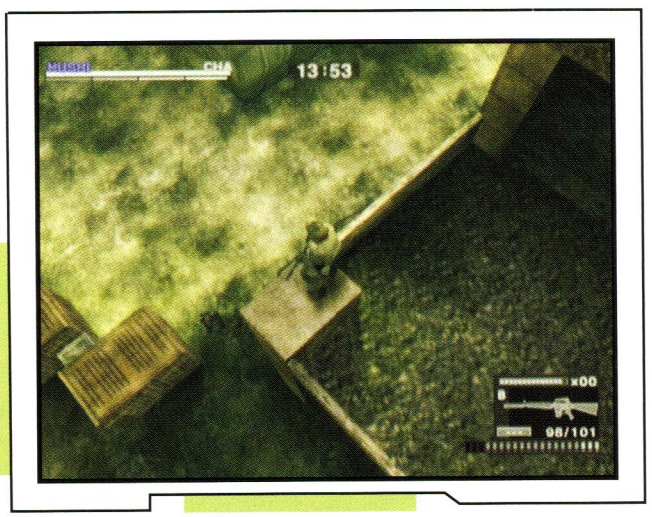


SMALL PILLARS

There are a series of small pillars located all around the roof of the Factory (3) that you can climb up onto. Standing on these pillars sometimes provides a better vantage point than the edges of the building when trying to fire on anyone below. The downside to this is that you are a bigger target with more of your body exposed, and you also run the risk of either falling or getting blown off the building.

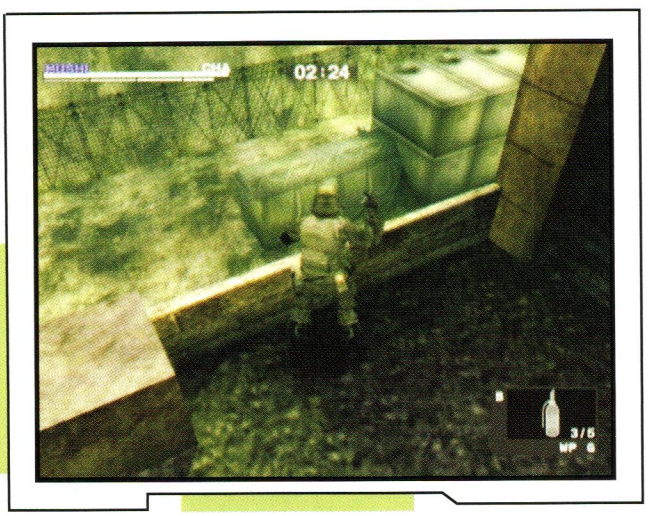
These pillars are also useful for quickly dropping to the ground below safely. If you need to get off the roof quickly, hop on one of these pillars and walk off. You should grab the ledge and hang, then you can drop down from here without taking damage.





USE GRENADES

If you're on the roof, and you know enemies are hiding behind the Cement Building (4) or the Metal Container and Tarp (5), you can go to either edge and throw grenades behind them to smoke people out. When doing this, be careful not to overthrow — it's easy to lob your grenades outside of the playable area. Since you can only carry a limited amount of grenades at a time, you don't want to waste them.

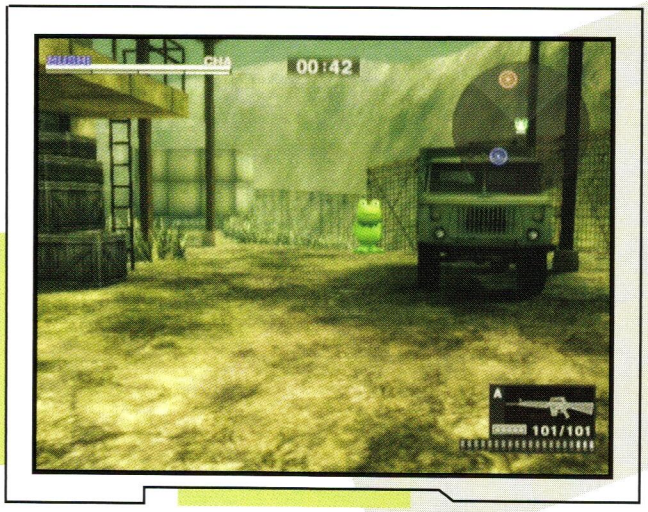


CAPTURE MISSION MODE



The Kerotan spawns in two places on this map, and since the area isn't very big, the Kerotan is also not very hard to get to. The first spawn location is on the bridge over the Long Ditch (7). When approaching it, be careful of opponents laying down suppression fire further up the path. If you manage to get the Kerotan, grab it, head west (it's usually not guarded early in the match), and carefully make your way back to your goal, using anything in the grass for cover.

The second spawn point for the Kerotan is to the east, right near the ladders (2h). Approach it with caution, as there usually is a ton of enemies guarding it. If you manage to get the Kerotan, try to cut through the building and head toward your goal. Remember, if you have the Kerotan it's better to be a moving target than a stationary one.





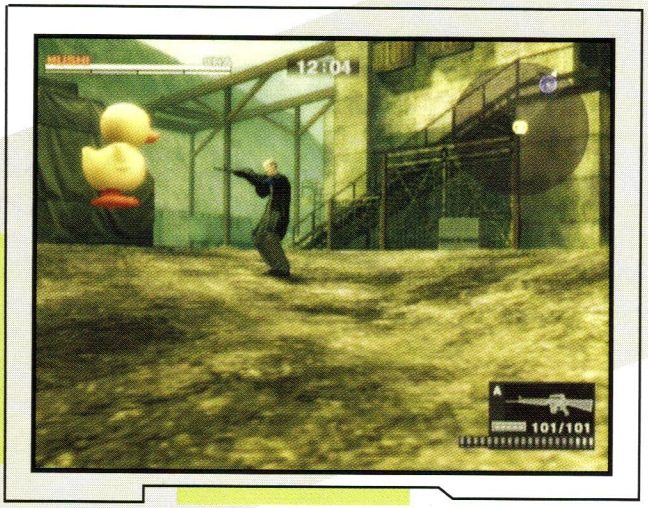
RESCUE MISSION MODE



The Gako is located directly west of the Metal Container and Tarp (5). The Red Team always spawns near it — don't expect it to be there long.

When approaching the Gako, don't rush in. Take your time and ensure you're able to successfully grab it. This is especially important in Rescue Mission Mode, since once you're killed, you're also a Ghost for the rest of the round.





USING THE DUCT SYSTEM (RESCUE MISSION MODE)



If you're on the Red Team and you have to protect the Gako, the best tactic is to get it quickly and take it down to the ventilation shafts under the Factory.

Proceed deep into the ventilation shafts, and hide behind one of the hard to reach corners (such as U1 and U2). Equip a rifle, such as the SVD, and pick off anyone crawling through trying to steal the Gako away from you.

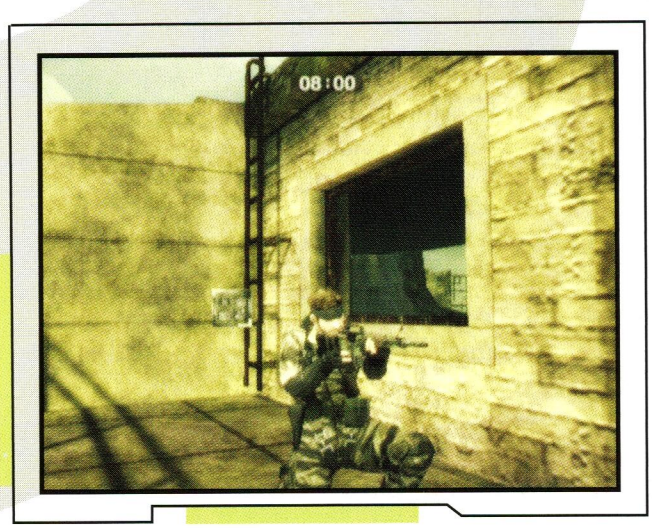
SNEAKING MISSION MODE

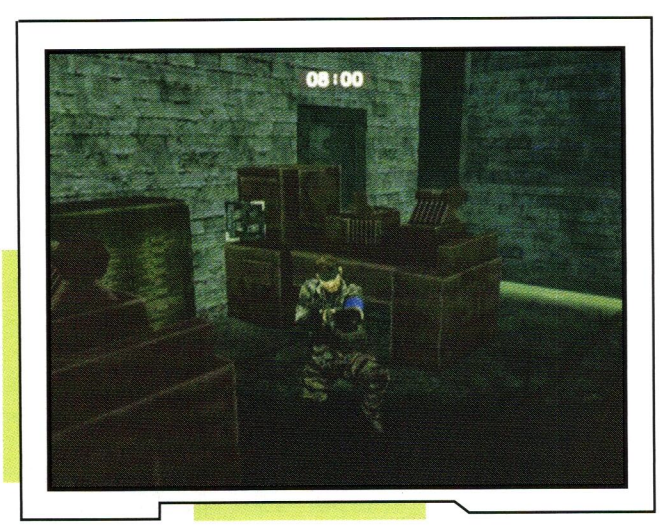


The sets of Microfilm in this level are located in very close proximity from one another. There's one in the Machine Shop (1) with all the machinery, as well as one up near the ladders (1d).

Both of Snake's goals are located on either end of the Grassy Field to the west (6), and aren't a very long trek from either sets of Microfilm. It's very easy for Snake to win in this level if he uses the Chaff Grenade and plays it smart on his way to the goal. You just have to play it smarter.

The key to spotting Snake is to watch the grass. If the grass seems to move by itself, then it's most assuredly Snake running through it wearing the Stealth Camo. Use this knowledge to your advantage, and coordinate with your teammates to take Snake out. Outsmarting the Snake in the grass is the key to victory.

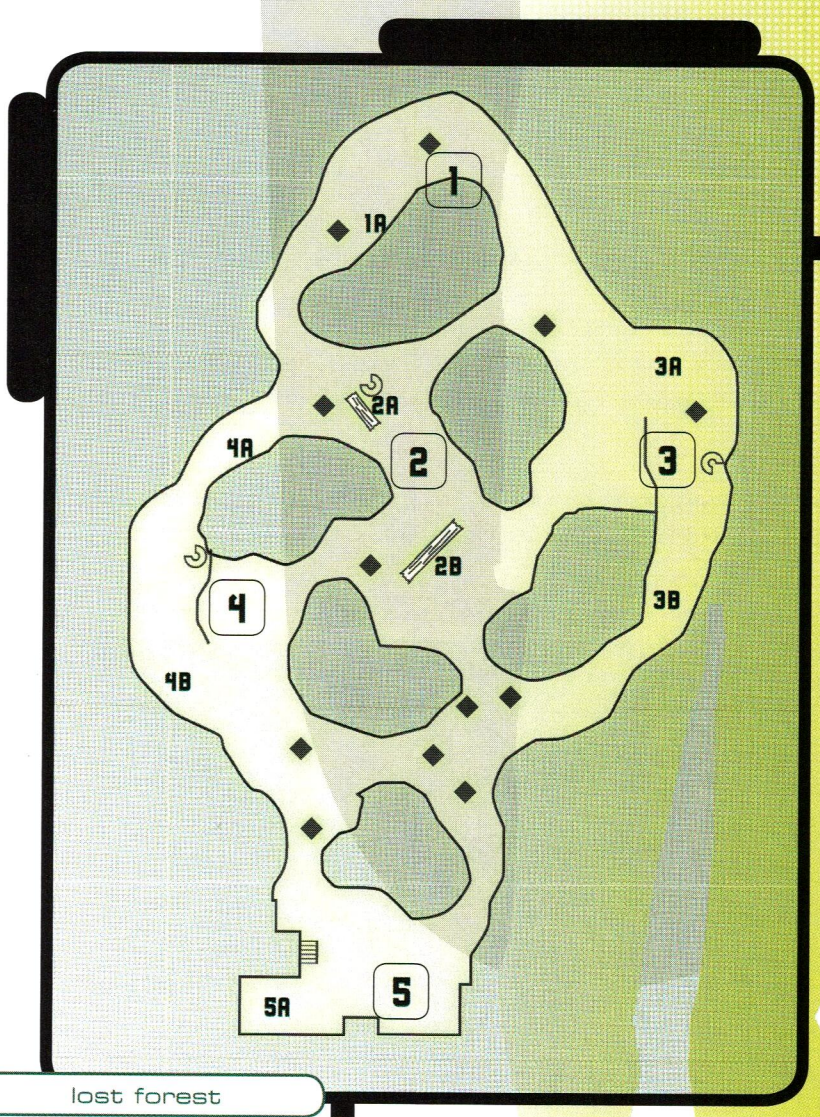




PERSISTENCE

Lost Forest

Lost Forest gets its name because of the confusing nature of the map. With twists, turns, and geographical features that repeat almost endlessly, the level takes a quite few laps around to get your bearings. Despite this fact, the level is rather small and once you get familiar with your surroundings you can eventually learn to navigate its labyrinth of foliage like a pro. While the level is mostly trees and grass, there is a depot located to the south that can be used for hiding.



lost forest

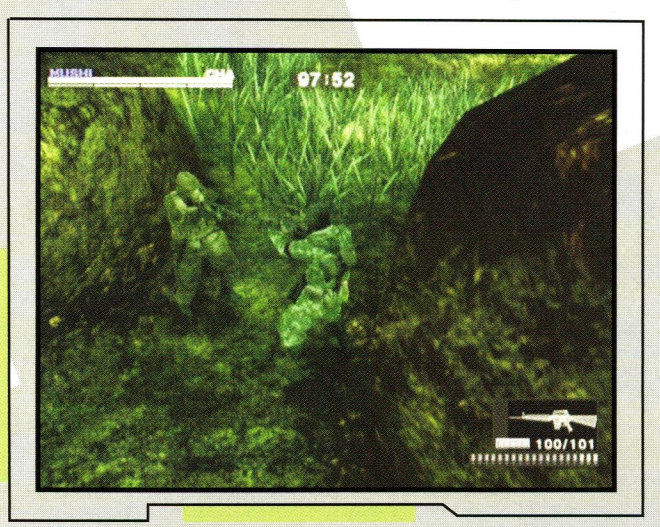
1. Deep Forest
2. Meadow
3. Eastern Cliff
4. Western Cliff
5. Depot

GENERAL TACTICS

DEEP FOREST

CLOSE QUARTERS BLAST

The small nature of this map often forces opponents into CQC with each other. It's recommended in these situations to use the Shotgun to knock your foe down, and then use the time they are flat on their back to get in a quick kill.

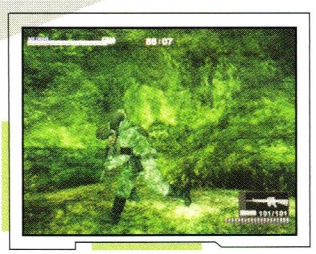




HIDE IN THE CAVE

There is a small cave (1a) located in the Deep Forest (1) that you can hide in and use to ambush unsuspecting opponents. While in the cave, look around the corners and select your intended targets.







One good way to get the drop on an opponent is to CQC him when he tries to run by. Just be sure to have a weapon handy to dispatch them completely.

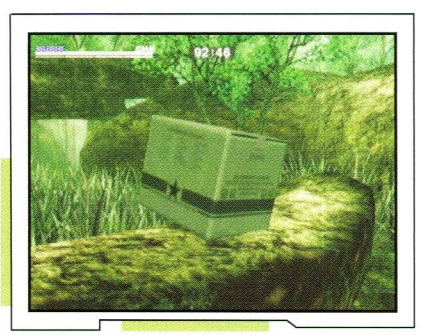


BOX IS BAD

DO NOT hide in a box here! It sticks out like a thumb and just puts a big bulls eye over you. A lot of people make this mistake, and a lot of them end up biting the dust because of it.

WHAT'S THIS BOX DOING HERE?

The Depot (5) is the only place in this map that is populated with boxes, so if you see any sitting out in the forest, they should always be considered as a threat.



FRIEND OR FOE?

Always check your Radar to see if the player inside the Box is an ally. If he's not, take a moment to send it and its contents to the recycling bin.

FULL OF TRAPS

The tall grass in this level is a great place to hide Books and Claymores. It's very difficult to see these traps since they sit so low, and it's more likely that players heading through the tall grass will be watching more for players than what's on the ground.

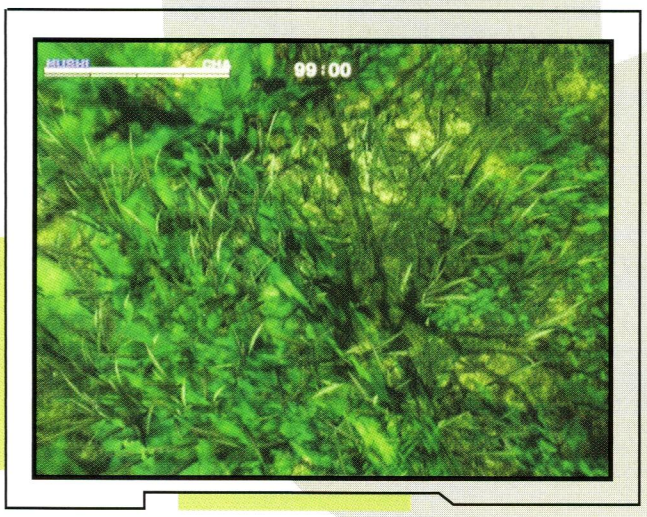


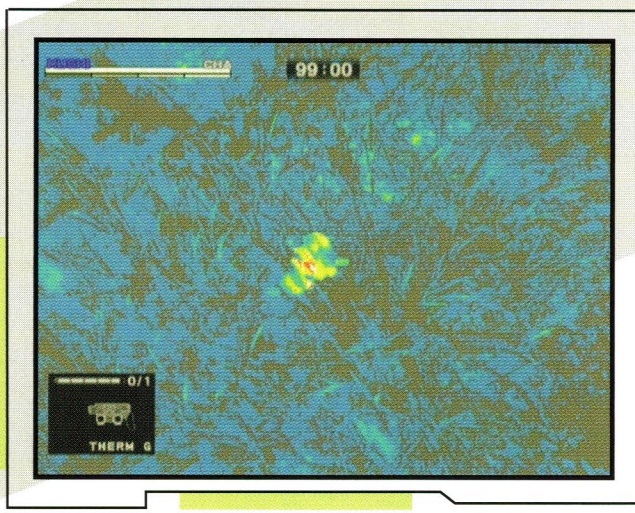




IS IT HOT IN HERE OR IS IT JUST ME?

With the dense grass and the ability to hide in this level, the Thermal Goggles make quick work of locating hidden targets. The ke is trying to find this valuable gadget before anyone else. When you first spawn into the level use the 'X's on your map, which indicat special items, to locate them quickly.

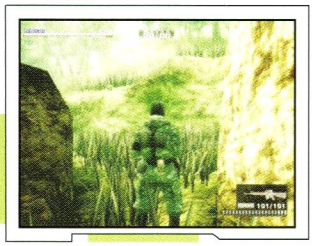




MEADOW

SOLDIERS IN THE GRASS

The large amount of grass located all over the level — especially at the top of the Eastern and Western Cliffs (3, 4) — makes for great hiding places. Thanks to the camouflage, you're hard to see when lying prone. All you have to do is lie and wait for someone to run in front of your crosshairs.

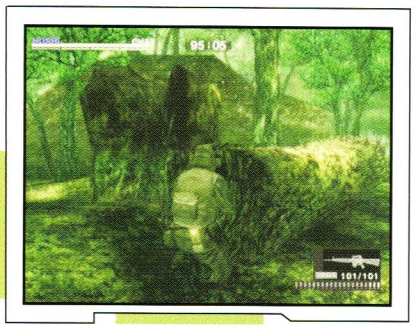




LOG JAM

There are two fallen logs in the Lost Forest (2a, 2b), which are located near the Meadow (2). You can climb on top of these logs, or use them for cover by hiding behind them in a crouched position and aiming your weapon in the First Person view mode. Unfortunately, unlike most of the logs in Metal Gear Solid 3 Snake Eater, you cannot crawl and hide inside these.



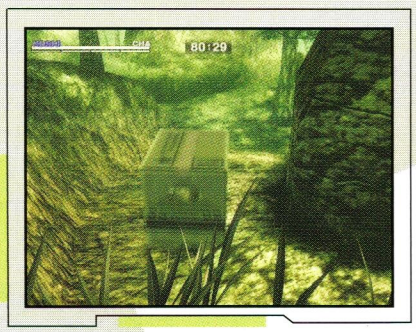


EASTERN AND WESTERN CLIFFS



STAIR MASTER





There are two large cliffs you can climb up in this level to get a better vantage on the goings on below. These are the Eastern Cliff (3), and then the Western Cliff (4).

To get to the top, each cliff has a set of dirt steps you can climb (3a, 4b), or an arduous hill (3b, 4a) that is best traversed while wearing a box. Care should be given while conquering these crags, due to the fact that people like to use them as a sniping area.

A NICE VIEW

With a bird's eye view of the world below, the Cliffs (3, 4) make for excellent sniping spots. Not only can you cover the area below, but you can also target enemies off in the distance.





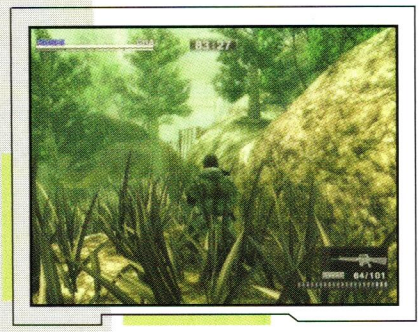
WATCH YOUR BACK

When sniping from the Cliffs, be mindful of opponents sneaking up the hill from all directions. Periodically check every single one of cliff's access points. If you spot someone, use one of the nearby logs to hide and surprise them.



COVER THE DEPOT VIA THE WESTERN CLIFF

The Western Hill (4) provides a great view of the Depot (5). Since the Depot (5) is a common respawn point, the potential to rack up some kills is quite high. Equip a strong weapon, such as the SVD, and target the enemies below. If you want to toy with your opponents, you can also equip the RPG7 for some destructive fun.







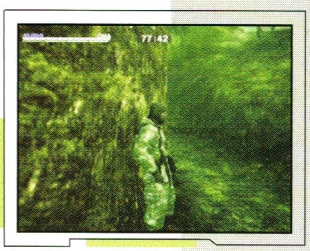


SUPPRESSION ON THE HILL

An alternative to using the top of the hill for sniping is to use its slope. You can easily pick off targets attempting to ascend the hill, since you'll generally see them before they see you.

HUG THE CLIFF TO SEE AROUND THE CORNER

When ascending to the top of either the Eastern or Western Cliff (3, 4) using the sloping hills (3b, 4a), hug the dirt walls and look around the corner. Be careful not to give your position away to anyone who happens to be sniping there. If you spot someone, use the leaning technique to dispatch him quickly. If you see Claymores set up as a deterrent, shoot them from afar to detonate them and clear the way.













THE SMELL OF FRESH NAPALM IN THE MORNING

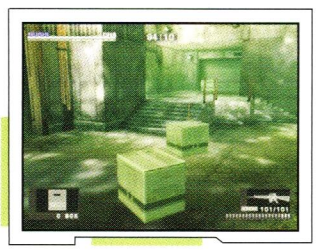
If you know that someone is on the top of one of the Cliffs (3, 4), or near their entrances, try using a grenade to blast them out of hiding. If you use a Stung Grenade, be sure to equip a Box before it explodes in order to avoid blitzing yourself in the process.

DEPOT



A GOOD PLACE TO BE IN A BOX

In the Lost Forest, the only place that is populated with boxes is the Depot (5) to the south. If you like to employ the tactic of hiding out in Boxes and popping up behind unsuspecting foes, this is the only place you can do that on this level.





CAPTURE MISSION MODE



In Capture Mission mode, the Kerotan always spawns on the center log (2b) in the Meadow (2). Due to the small size of this map, it's not too long before someone snatches up the frog. Instead of rushing after the Kerotan blindly, let your opponents pick it up first, while you and your teammates position yourselves around the entrances of their goal and prepare an ambush.

STAY ON THE OUTSIDE

When preparing for the ambush, stay near the entrances to the goal, but not inside of them. Your foes generally respawn around here, and it's not a good place to be when they have momentary invincibility.

RESCUE MISSION MODE



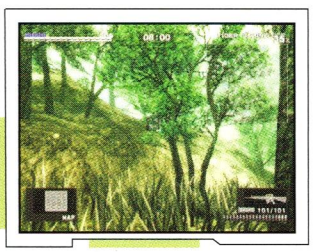
The Gako in this level appears in the Deep Forest (1), just north of the Cave (1a). The goal is located in the Depot (5). On this level, it's actually easier for the defending team to let the other team grab the Gako, waiting for them to come to the goal. Head to the Depot while everyone else worries about the duck, and equip a Box in which to hide. When your opponents rush in and attempt to place the Gako, blow them away.

The Shotgun is highly recommended for this scenario, due to its tendency to knock down its target. You can also snipe them with the RPG 7 if you're skilled and lucky — just don't wait for it to reload to finish the job.

SNEAKING MISSION MODE







Unlike all of the other maps in Metal Gear Online, Lost Forest has three places where the sets of Microfilm can appear. The first is on the large log in the center of the map (2b). The second is on the top of the Western Hill (4). The third isn't on the Eastern Hill (3) itself, but down in the grass just below it just to the west. Whenever the match restarts, two of these positions are randomly chosen. This is only fare to Snake, since almost every location in this level can be covered quite easily from any point.

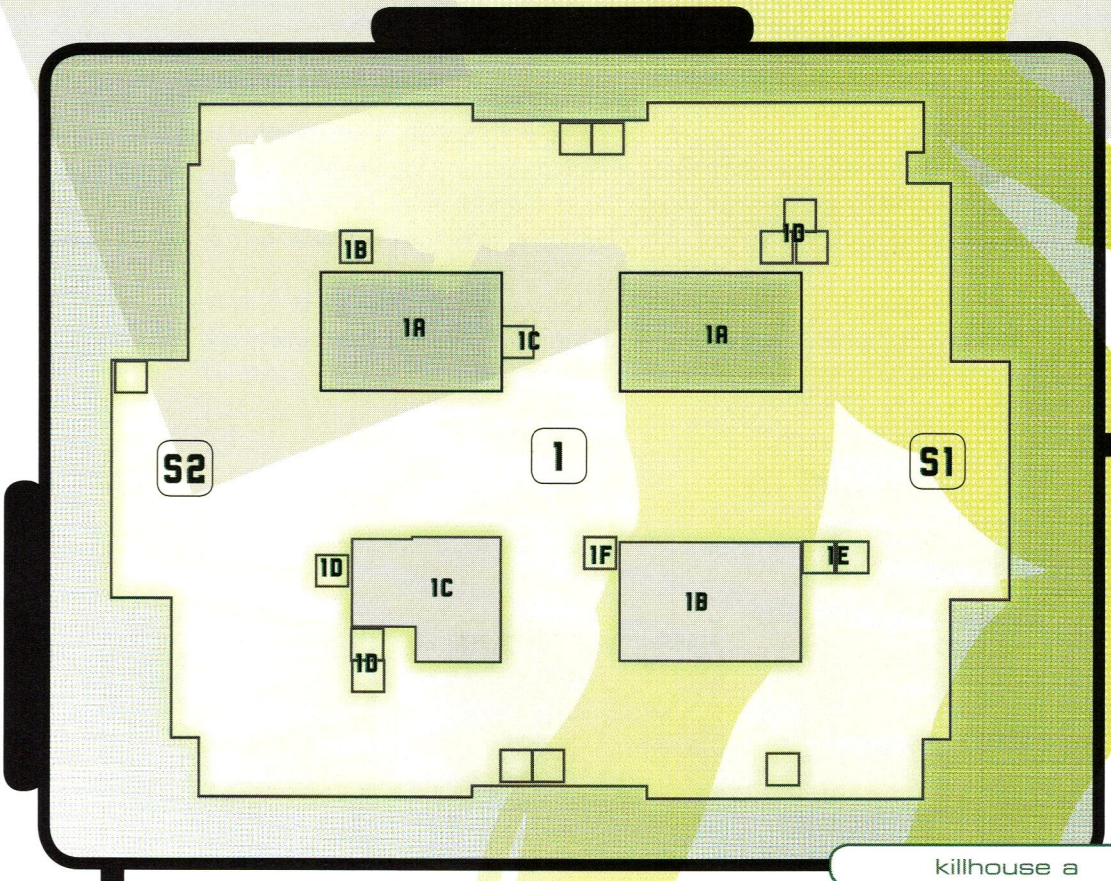
TEAM SPAWN POINTS

In the Lost Forest, you generally spawn either in the Deep Forest (1) to the north, or the Depot (5) to the south. The Lost Forest is one of the smallest maps in the Online Mode. Unlike other levels, you run through other player's spawn areas more often. As such, be wary of respawning players, watching the status messages to see if anyone on your team kills someone on the other side. If this happens and you're stuck near a respawn point, hightail it out of there or quickly find a place to hide.

PERSISTENCE

Killhouse A

The sole purpose of the Killhouse maps is to bring a quick, sweet death to all those who play in them. Of the three (A, B and C), Killhouse A embodies this line of thought the most. Located inside of an abandoned Warehouse, Killhouse A is mostly comprised of cement boxes and crates craftily placed in four areas. Surrounded by an inaccessible catwalk on all sides, your only choice is to kill or be killed in this cramped breeding ground of carnage.



killhouse a

1. The Killhouse A

GENERAL TACTICS

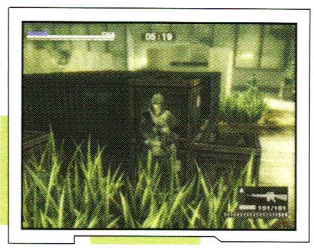


KILLHOUSE A

UTILIZE COVER WHERE YOU CAN FIND IT

Use the cement blocks and the metal crates placed around the map (such as 1a, b, c, d, e and f) for cover. With your back against them, move toward the edges and sweep the area to get a bead on any enemies hiding in the grass. Watch to make sure no one's setting traps, such as books, and make a mental note of where they're placing them if they do. The key here is to do this quickly, since your time in the Killhouse maps is usually short.



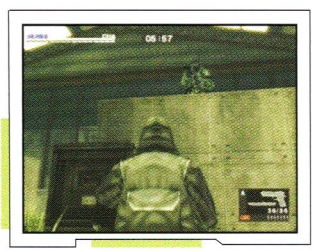



CLIMB UP TO THE CEMENT BLOCK

You can roll on top of the cement block located to the southeast (1b), and use this vantage point to take out the enemies below. While it may seem that you are left wide open, there are only a few areas where opponents on the ground can see you.

To get up to this area, climb all the way up the crates to the east of the cement block (1e). Turn toward the cement block and roll onto it. Lay prone, making sure that no one has seen you get up here — especially from the metal crate pile located to the west of the box (1c) — then start your killing spree. This is the only cement block on which this can be accomplished.



A GUARD IN THE GRASS

Use your camo in to blend in with the grass. If you're the GRU or KGB soldier, your camo blends in well with the tall grass in this map. If you crouch, you're a bit harder to pick out. When prone, you're almost invisible, unless someone gets wise and sees your name pop up, or adjusts their view to see from above.




THROW THE BOOK AT THEM

Since most of this map is covered with tall grass, one solid tactic is to place Books where they won't be easily seen. The tall blades of grass obscure the Books, and since the map is usually insanely chaotic with running and gunning, the Books easily trip up and temporarily stun most players. Utilize this time to take them down.





USE THE METAL CRATES

You can use the metal crate pile found to the southwest (1c) for cover, as well as to gain access to the top of the cement block east of it (1b).





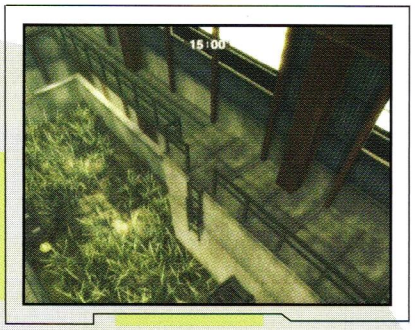
A BOX IN THE CORNER

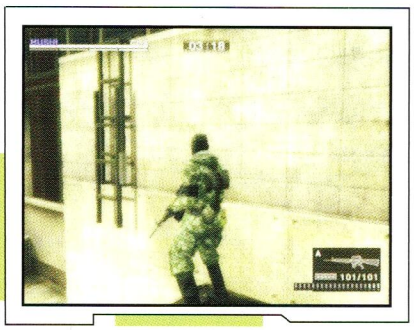
The corners of this map are where empty boxes are mostly spawned. Pick a corner, make sure you're not being watched, then destroy an empty box. Next, hide in your own. If no one was watching you, you should be safe for a while. The death rate in the Killhouse maps is quite high, and by being cautious, you can conserve your death count. Don't stick around in the box for too long, and use the advantage you have quickly on any approaching enemies before it is lost.





THE INACCESSIBLE CATWALKS





The unfolding ladders in this level are useless, and there's no way to get them to lower for use. While there appears to be a big area comprised of catwalks on the outside borders of the level, there's absolutely no way to get up to them, and they are seemingly for show. Don't waste your time ammo or weapons trying to get the ladders down — it just won't happen.

CAPTURE MISSION MODE

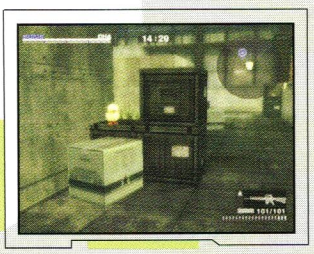


In Capture Mission Mode, the Kerotan only spawns in the middle of the map. Since the map is so small, it's hard to take it slow and approach the Kerotan with caution. This is one of the few instances where rushing in with weapons blazing can pay off. Also, be mindful that in all of the Killhouse maps, only 15 seconds is required to win instead of the traditional 20.



RESCUE MISSION MODE





In Killhouse A, the Gako is located in the lower southeast section of the map, behind a small pile of crates. Whoever is protecting the Gako will most likely quickly pick it up and move it to a safer place. Play it safe and don't rush in. While there aren't many places to safely watch from or hide in, try to avoid an all-out firefight at all costs.

SNEAKING MISSION MODE



You cannot play Sneaking Mission Mode on Killhouse A.

TEAM SPAWN POINTS

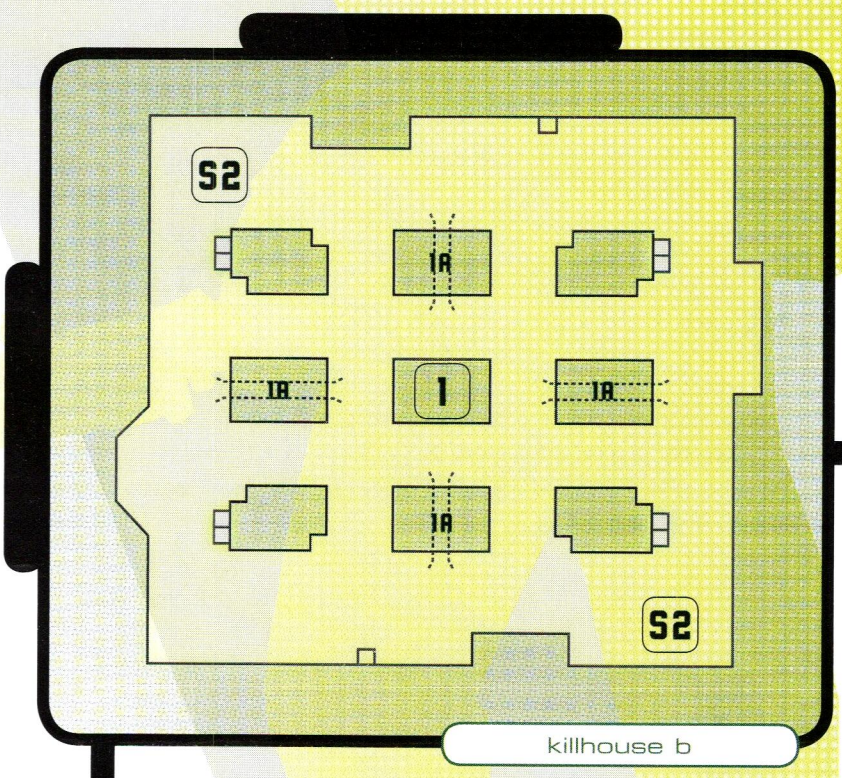


When playing any mode with teams, players spawn around the general area of these two points (S1 and S2). The first spawn point is to the east behind the two large cement blocks. The second set of spawn points is to the west behind the cement block and the big stack of metal crates.

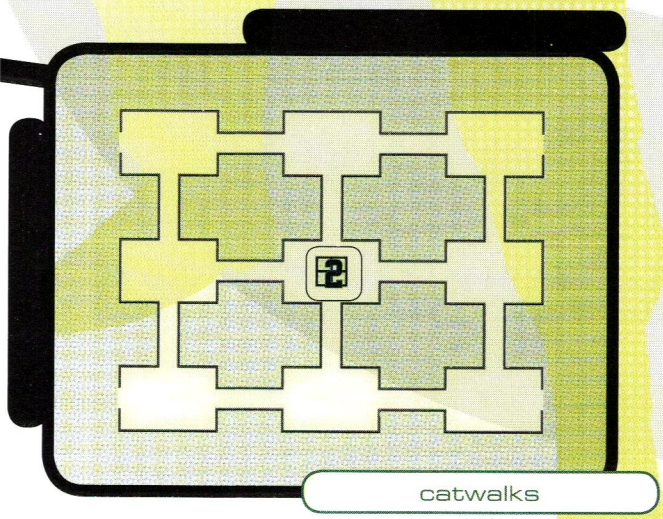
PERSISTENCE

Killhouse B

Killhouse B, while still prescribing to the same deadly, quick action theme as Killhouse A, offers quite a bit more strategic possibilities. An even larger warehouse than its predecessor, Killhouse B's floors are lined with many cement pillars that support a network of catwalks built in between them.



killhouse b



catwalks

1. The Killhouse Floor
2. The Catwalks

GENERAL TACTICS



THE KILLHOUSE FLOOR

RECON YOUR SURROUNDINGS

Since the entire warehouse is built similarly and there are few unique places to hide, you must to be attentive to what's going on around you. To do this without getting your head blown off, hide at the corners of the cement pillars along the ground floor, and use them in conjunction with the various crates for cover.







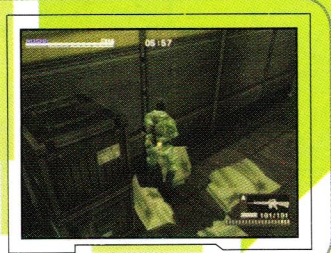
BE UNPREDICTABLE



When you want to travel from one side of the map to another, don't always do so in a straight line. Zigzag between the different sets of PILLARS and stop at the edges of each as you move. Take a quick look around, and then move down another row after you've ascertained that it's safe both in front and behind you.

THE OLD STANDBY

There aren't a lot of places to hide in the Killhouse maps, and the only real place to use a Box is on the outside perimeter of the map. A lot of players overlook the area around the edges, which is a good thing for you.



TEMPORARY INVINCIBILITY

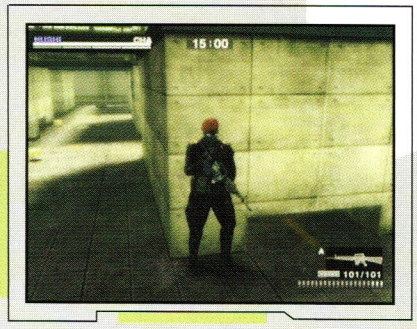
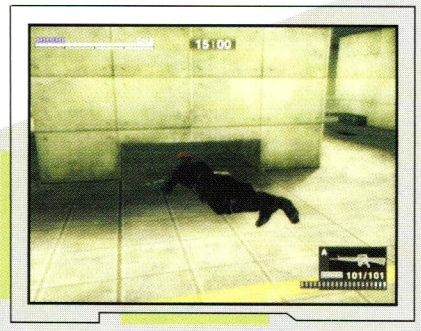
After killing an enemy, they often respawn close to your position. When a player respawns, they have a few moments of invincibility where they are invulnerable to attack. Keep this in mind and don't waste your time or ammo trying to instantly take them down. It's possible that you may leave yourself open if you empty a clip into an invulnerable enemy only to have him return fire and kill you while you're reloading your weapon.



CRAWLSPACES = DANGER

There are crawlspaces under four of the nine cement pillars in this map (1a). While it may seem like a good idea to crouch and crawl under one at first, by the time you are able to get on your knees, you're most likely already going to be on your back... bleeding from a volley of gunshot wounds fired by the enemy.

If this doesn't discourage you, take extra precautions and ensure you have the time, or get a teammate to provide cover before you commit.

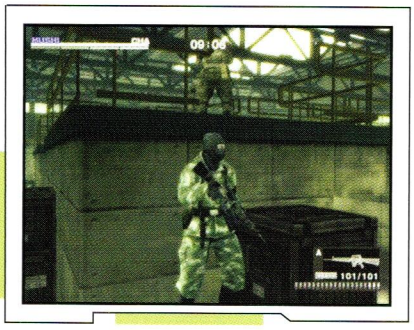




THE CATWALKS

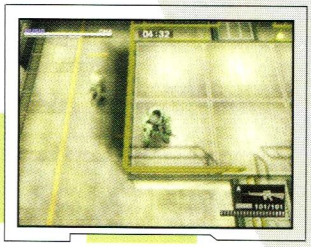
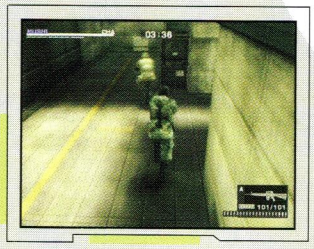
CATWALK CHECK AND CLEAR

Killhouse B has an intersecting series of catwalks up above its pillars. Getting up here opens up a lot more killing and strategic opportunities that are not available in Killhouse A, and this extra vantage point is often overlooked by your opponents.

When getting up onto the catwalk, it's best to verify that it's safe to do so first. If someone is up there, use a grenade or pick him off before climbing up.



STOP, DROP AND FOLLOW


When up on top of the catwalk, scan the area below to spot any enemies running by. If you see someone running past your position unawares, roll off of the catwalk, draw your weapon, run behind him, and kill him quickly.

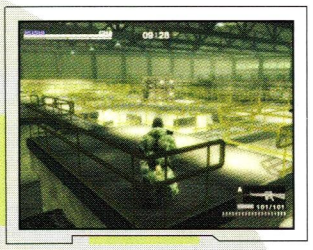
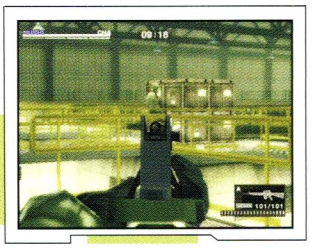
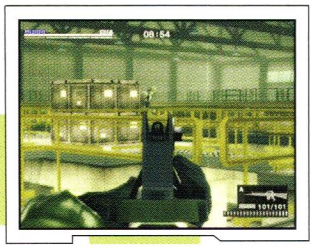
CHECK THE BOXES

While on the catwalk, check the outer edges of the map for Boxes. If you see one, equip your weapon (silence it if possible), then fire on the Box to see if someone is hiding inside.



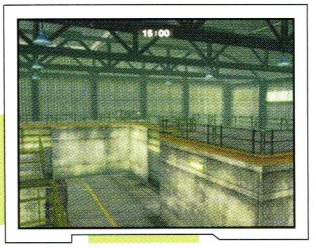

THE CORNERS OF THE CATWALK

Use the four corners of the catwalk and scope out enemies using the First Person View. Be sure to also keep an eye around the metal crate in the middle, as opponents like to use it as cover and hide behind it.

THE INACCESSIBLE CATWALKS

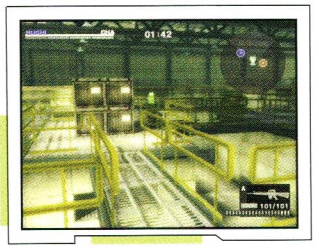
As with the other two Killhouse maps (A and C), there are a plethora of catwalks located along the outside ledges of this level that are completely inaccessible. Don't waste your time trying to get up there.



CAPTURE MISSION MODE



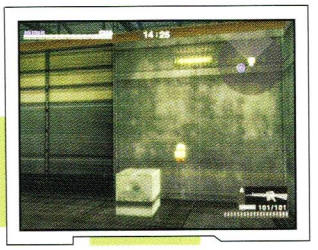
In Capture Mission Mode, the Kerotan only spawns in the middle of the level. The catwalks in Killhouse B offer more possibilities when approaching the prize than in Killhouse A. When approaching the Kerotan, use the middle crate for cover, watching for any traps that the enemy may have set up. You should also be mindful that in all of the Killhouse maps, only 15 seconds is required to win instead of 20.



RESCUE MISSION MODE



In Killhouse B, the Gako is located in the upper northern corner behind the catwalks. Much like Killhouse A, whoever is protecting the Gako will probably pick it up and move it to a safer place very quickly. As before, play it safe and don't rush in guns blazing. Instead, use the stealth and diversionary tactics you've learned to get to it methodically, killing off the enemies guarding it first.



SNEAKING MISSION MODE



Sneaking Mission mode is not available for Killhouse B.

TEAM SPAWN POINT

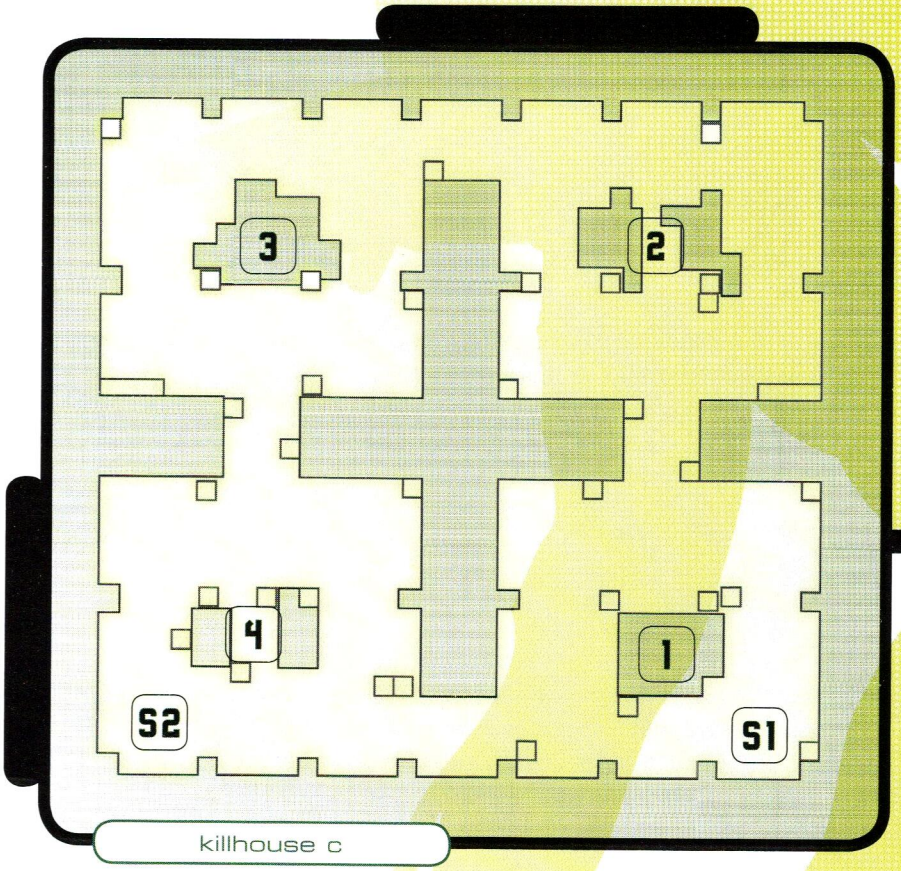


When playing any mode with teams, players spawn around the general area of two points (S1 and S2). The first spawn point is in the southeastern corner below the catwalks in the middle of the level. The second spawn point is in the opposite corner to the northeast.

PERSISTENCE

Killhouse C

Killhouse C is divided into four quadrants. Each of these quadrants has a set of metal crates and other miscellaneous items and objects sitting in the middle of it, all of which can be used for cover or to gain a higher view of the level. Unlike the Killhouse A and B, Killhouse C is more closed in and claustrophobic. The close quarters combat in here can get a bit frantic, making tactics all the more important.



killhouse c

1. Quadrant 1
2. Quadrant 2
3. Quadrant 3
4. Quadrant 4

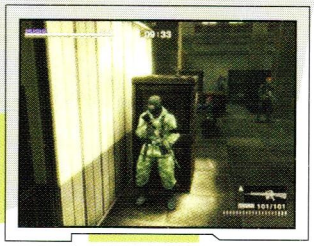
GENERAL TACTICS



KILLHOUSE C

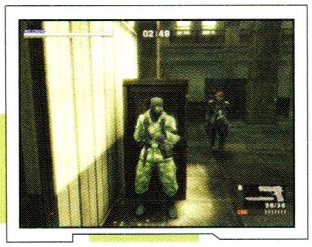
CORNERS AND CAMERA ANGLES

Before entering a quadrant, use the corner of any entrance in conjunction with the camera to see who's inside. You can also lob a few grenades into the quadrant you're planning to head into in order to help clear your path. Flash Grenades are especially harmful to people in this level, since the spaces are so small.



SUDDEN GRABS

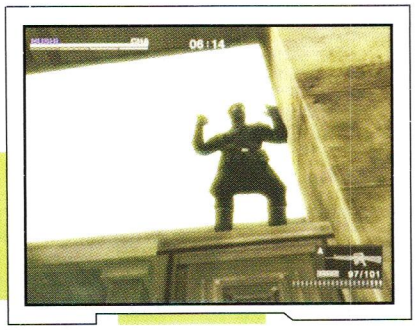
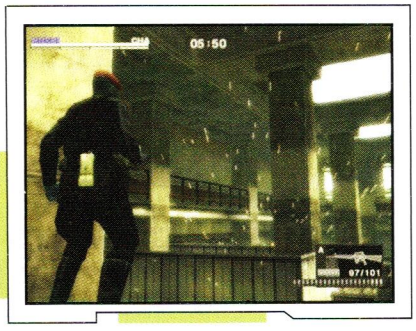
You can hide around corners, and wait for an unlucky opponent to rush in, then quickly CQC them before they even know what happened to them. Once they're on the ground, either equip a weapon and take them out, or CQC them again and again until they're dazed.





RAINING GRENADES FROM ABOVE

The walls between each quadrant do not go all the way up to the roof, allowing you to utilize the open space between them to your advantage. Use one of the sets of crates in the level that are stacked up three high, then climb to the top of it. Next, toss a grenade over the wall and into a nearby quadrant (or even provide cover fire from above).

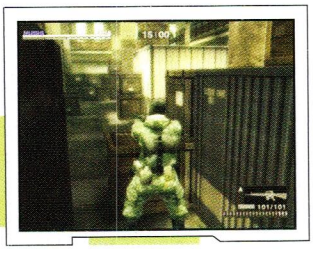



GROUND FLOOR

It's also possible to throw grenades over the wall from ground level.

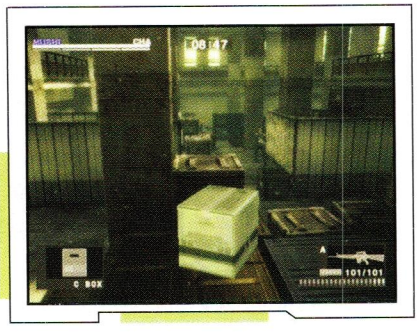
HIDE AND SEEK





Some of the metal crates in the middle of the quadrants have a gap between them. You can use the crates for cover, hiding behind them either to the left or the right, and then pop out and kill opponents standing in the doorways.

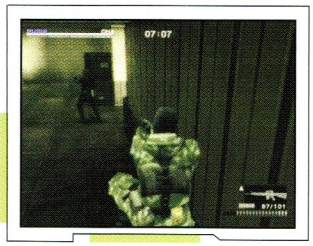
UTILIZE THE STAKED CRATES

Using the top of these stacked crates for cover fire is risky business. If you want to chance going up there, don't assume the prone position. Instead, equip a Box and then pop up when you have acquired a target (preferably the back of someone's head).

GET UP JUST A BIT HIGHER

Do not underestimate the vantage point provided by the small boxes found along the perimeter of all of the quadrants. You can these boxes to get a little higher and pinpoint the heads of opponents running through the map. It also helps that the enemies often do not check the corners of the quadrants when they run through, giving you plenty of breathing room to set up shop.


DON'T LINGER

It's best to use these stacked crates for a quick kill. Don't linger for more than a few seconds, as your opponents get the bead on you quickly and return fire with deadly results.

TAKE THE LONG ROAD

Do not underestimate taking the long way through the map. If you head into a certain quadrant and keep getting killed, go around the other way and try to sneak up on your opponent from behind.





GRAB THE SHOTGUN




Shotguns are useful in the Killhouse maps due to the nature of the structures' close quarters (this goes especially double for Killhouse C). It's very hard back away from a Shotgun when there's no space around you, and this weapon has quite a bit of range, allowing you to target enemies running away or from a distance.

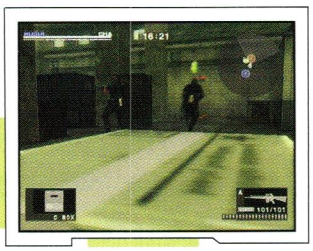
USE CLAYMORES FOR PROTECTION

If you're focusing your attention on a specific entrance, take a moment to place a few Claymores behind you. When aiming the Claymores' laser beams, make sure they're out of sight, right outside the threshold of the entrance. This way, it's harder for people to see them when running through aimlessly. At the very least, triggered Claymores provide an alarm if they an enemy detonates them.




This tactic is especially helpful when used at the entrance between the spawn points (S1 and S2), and helps keep opponents from getting into your base and killing your teammates.

THE HOT ZONE FACTOR





A hot zone in any stage is an area heavily traveled by opponents. When your opponents have all of their attention placed elsewhere (such as when your team has the Kerotan in Capture Mission Mode), make your way into their hot zone, crouch off to the side, and equip a Box. Now all you have to do is wait.

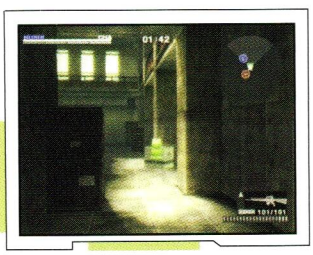
While this may seem like the same old hide in a Box routine, sitting in the hot zone is a lot more dangerous. Stay on your toes, and make sure you get the drop on your enemy when they appear before they figure out your ploy.

THE INACCESSIBLE CATWALKS



Just like Killhouse A and B, there are a plethora of catwalks located on the outside ledges of the level that are completely inaccessible to you. Don't waste your time trying to get up there.

CAPTURE MISSION MODE



In Capture Mission Mode, the Kerotan spawns at the most northern point of the map, between two of the quadrants (2 and 3). Getting to the Kerotan is more of a race than anything else, as most defenses you can set up in Killhouse C fall apart quickly. Keeping the Kerotan is key here, and you have to be a little trickier than just running in and killing whoever has the Kerotan to take it.

When you get the Kerotan to your base, set up some Claymores or Books around it as a deterrent and have your teammates cover all the angles and entrances. Finally, be mindful that in all of the Killhouse maps, only 15 seconds is required to win instead of 20.

RESCUE MISSION MODE





In Rescue Mission Mode, the Gako is located in the southern quadrant of the map (1). Just like in the prior Killhouse maps, whoever is protecting the Gako will most likely pick it up and move it to a safer place very quickly. Before running in to try and pick up the Gako, employ confusion tactics, such as tossing various types of grenades before rushing in to grab it.

SNEAKING MISSION MODE



You cannot play Sneaking Mission Mode on Killhouse C.

TEAM SPAWN POINTS

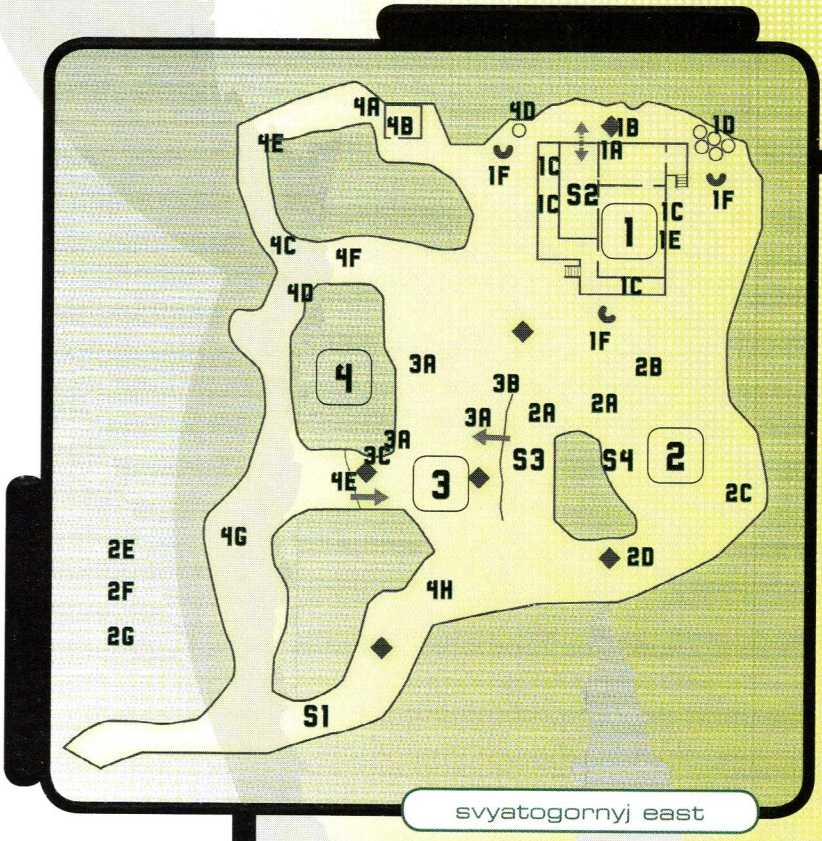


When playing any mode with teams, players spawn around the general area of two points (S1 and S2). The first spawn point is in southwestern quadrant (4), while the other is in the southeastern quadrant (1). The spawn points in this map are so close that being careful and setting traps is key when playing this level.

PERSISTENCE

Svyatogornyj East

Svyatogornyj East is one of the levels from the main campaign of Metal Gear Solid 3: Snake Eater that you may not remember. In the main game, it was an optional area that you could enter and explore to acquire the M63 Machinegun. Consisting of a run down cabin surrounded by a dense forest, playing Svyatogornyj East is generally a hard-fought battle consisting of defending the cabin from the volley of fire coming from the woods.



svyatogornyj east

1. Run Down Cabin
2. Southeastern Clearing
3. Middle Depression
4. Deep Forest

GENERAL TACTICS

RUN DOWN CABIN

VANTAGE FROM THE WINDOWS

You can use the windows (1c) on the inside of the Run Down Cabin (1) to see what's going on outside. Hug up against the walls directly next to the windows, and rotate the camera to spot anyone lurking outside.





OUT THROUGH THE WINDOWS

If you need to get through the Run Down Cabin (1) quickly, don't bother with the doors. Instead, roll through the large windows of the cabin (1c).



KEEP OUT FROM UNDER THE TABLE

There is a table located in the main room of the Run Down Cabin (1) is high enough off the floor for you to crawl under. While you can use this vantage point to surprise players rushing into the main entrance, it's not recommended. You are really vulnerable when under this table due to the second entrance to the south — it's impossible to watch both entrances at once.

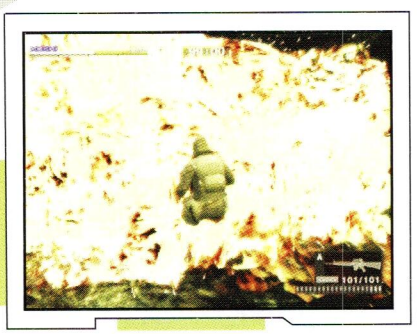




THE PROBLEM WITH EXPLODING BARRELS

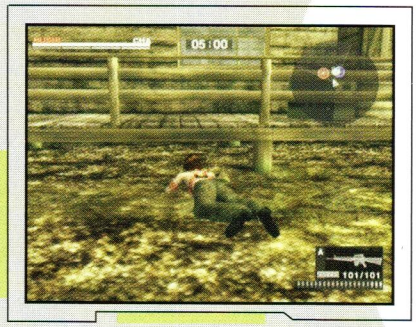
Beware of the exploding barrels placed around the Run Down Cabin (1d). The outside of the cabin is a highly trafficked area and enemies sniping from afar will target these explosive objects early in the game when they see others near them. If you or your teammates are camped out around the cabin, take the initiative and detonate them ahead of time.







CRAWLING UNDER THE CABIN





You can crawl under the Run Down Cabin (1) and use it as a vantage point to kill enemies lurking around its perimeter. The way to successfully do this is to only pick sure shots. Don't fire at anyone who has a good route of escape or who you can't take out with a few shots, since if they survive, your position is compromised.

DON'T OVERSTAY YOUR WELCOME

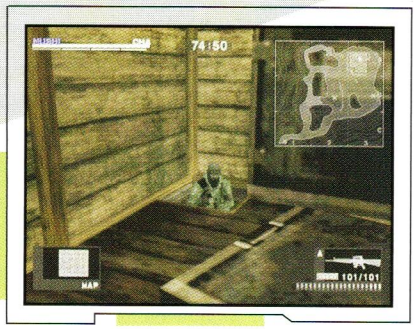
Using the above tactic also has its limitations. Once you kill someone (unless you're in Rescue or Sneaking Mission Mode), your hiding space is revealed.

THE HOLE UNDER THE CABIN

If you're crawling under the Run Down Cabin (1), you can use the big hole in the floor (1a) to pop up inside the cabin. When you pop up, use the crates surrounding the hole for cover so you can ascertain if there are enemies inside.

If you employ this tactic, be mindful that people periodically guard and check the hole. The cabin is generally one of the most highly trafficked areas of this map due to it being a spawn point — use caution.





FIRE FROM ABOVE

Even though you can be targeted from a distance, the roof of the Run Down Cabin (1) is an effective sniping point. The safest way to snipe from the cabin roof is to assume the prone position on the south-eastern section (1e), using the roof's incline to the west and the hill to the east as cover while you take out your targets to the south.

Equip either an XM16E1 or SVD (depending on if you want to go short or long-range), and start acquiring targets.





LOOK FOR SIGNS

Watch the grass just to the south of the cabin for enemies hiding in its growth, and be mindful of large trees, which provide the enemy with plenty of cover.

If you want to take out people sniping from the hill to the west (4c, 4d), crawl over to the incline in the roof and scan the area in the distance. When you find a target, pop up quickly and take a shot, then duck back down where it's safe.

If the roof gets hot and people are firing, you can recede to the north of the building, and hide behind the other incline. Just be careful your opponents are not using the area above the small shack (4a) to stake out the back side of the cabin.

ROOFTOP TRAPS

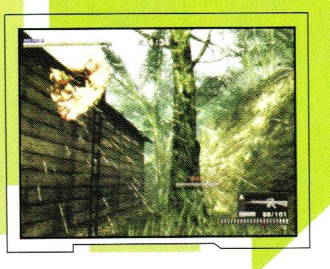
When staking claim to the cabin rooftop (1) for sniping, it pays to place some Claymores above the ladder (1b) behind you. Position their lasers in a cross pattern, being careful not to step into the beams of the mines you've already placed. Ensure they are close enough to the ladder rungs that you'll cause some damage to the unlucky sap that tries to sneak up on you. On the minus side, if you are playing with teammates, doing so effectively cuts them off from the top of the cabin.






DISMANTLING TRAPS

If you find that someone's booby trapped the top of the ladder with Claymores, equip some (explosive) grenades to prematurely detonate them. If this doesn't work, or you don't have the proper grenades to take them out, use the First Person view mode and see if you can catch sight of the edges of the mines from the ground. If you can, aim your weapon and shoot them out.



TAKE ADVANTAGE OF THE OPENINGS

There are cracks in both the roof and the floor of the Run Down Cabin (1) that you can use to shoot through. If enemies are inside the cabin, and you feel it's a little too dangerous to just rush in, use these access points to your advantage. The best weapon for the job is the M1911A1 Handgun. It is a solid close-range weapon perfect for this kind of scenario.



SOUTHEASTERN CLEARING



FIRE FROM THE COVER OF THE GRASS

To the north of the Southeastern Clearing (2) there are two patches of grass (2a) useful for covering the Run Down Cabin (1). Unless an enemy is close nearby, you can use camouflage and the prone position to make yourself almost invisible to anyone from a distance.

Use this vantage point to pick off opponents aimlessly running around the cabin, or if you spot someone crouched up on the cabin's roof.




A SECOND POINT

There is also another cover point (2c), which is closer to the south. As with this grassy area, it is also a good place for covering the woods.

V FOR VICTORY

Situated around the map, especially in the Southeastern Clearing (2), are many trees that split off in the middle making a 'V' shape. If you're close to one of these trees when you see a potential target, center yourself in the middle, use the two stalks as cover, and fire on your enemy. While this position doesn't keep you completely hidden, it's a great way to get some extra cover from errant bullets fired in your general direction.





SAFELY SCAN UNDER THE CABIN



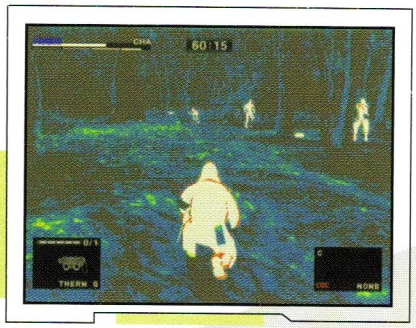


In order to safely approach the Run Down Cabin (1) without taking fire from snipers underneath, use the large tree (2b) in the Southeastern Clearing (2) as cover and recon from afar. Go prone behind a nearby tree and hug it as you edge around its corner. From this position, you can locate and dispatch enemies who may be lurking underneath, then make your move when it's all clear.

LIGHT 'EM UP!

The outdoor environment of this level offers all of the different guard types great places to effectively blend into the scenery. So much so, in fact, that it's hard to spot the enemy even from a few feet away. While the color of your surroundings may match the color of everyone's camouflage, the temperature does not. Locate the Thermal Goggles and equipping them, which makes even the craftiest of hiders stick out like a sore thumb.





BATTERY LIFE

Use the Thermal Goggles sparingly. They have a limited battery life and are useless once the batteries have been depleted.

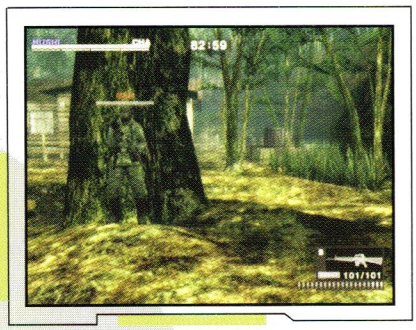
SHOOT THROUGH THE WALLS

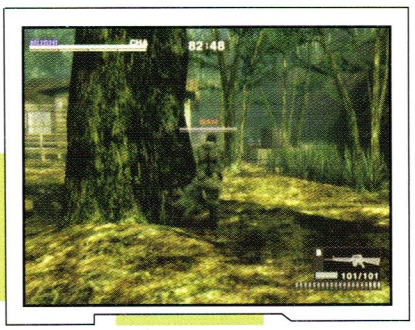
If you notice someone hiding next to one of the windows inside the cabin (1c), you can still kill them by firing through its walls. Estimate where their head is and fire a volley of bullets into that location. If you're lucky, you'll score a headshot. If not, at least you have them running scared. Be mindful of where the support beams are located inside of the cabin, however, as they stop your bullets and inadvertently save your target from a splintery death.



THE PROTECTION OF TREES

You can use the large trees in the Southeastern Clearing (2b) to hide behind and pick off opponents who are around the cabin in the north (1). When hiding, first scan the area beyond the tree for victims. When ready to take out an enemy, don't jump out into the open. Instead, use the leaning technique on either side of the tree and go for a headshot.

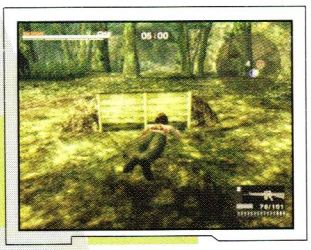




DOWN AND DIRTY

You can use the dirt mounds surrounding the cabin (1f) for cover. Assume the prone position behind one to hide. If you see an opponent approaching, pop up and fire at him.







MOLEHILLS, NOT MOUNTAINS

Due to their relatively short length, mounds only provide cover from one angle. Stay alert and check every direction if you plan to use them for cover and fire.

DEEP FOREST

NORTHWESTERN SNIPING POINT

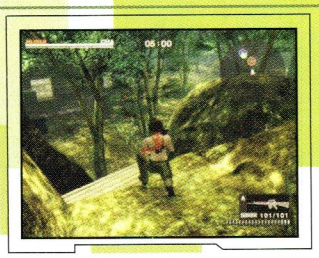


The upper northwest section of the Deep Forest (4) offers one of the best sniping points on the entire map. To get to it, sneak up from the south (4g) or use the incline to the mid-west (4f). Once there, position yourself either on the hill above the small shack (4a), or step down onto it for a closer shot (4b).

Use the grass for cover and equip a strong weapon. It's easy to pick off people below with any of the assault rifles — you don't even need to bother with the SVD.

GOOD SPOT FOR CAPTURE MISSION

In Capture Mission mode this spot is one of the most overlooked points covering the red goal.





USE THE SHACK





The broken down shack to the northwest (4b) is a good place to hide, either inside or underneath.

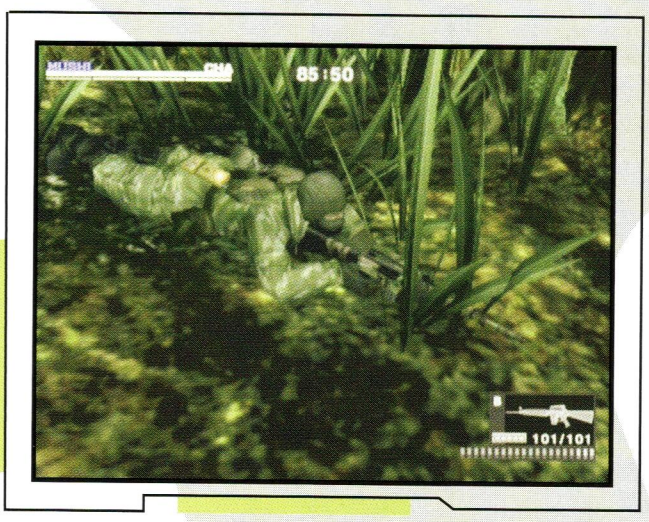
If you choose to hide inside, use the crack in the wall as a place to scope out what's going on outside. Hiding here in a Box is also possible, since Boxes sometime spawn around this area.

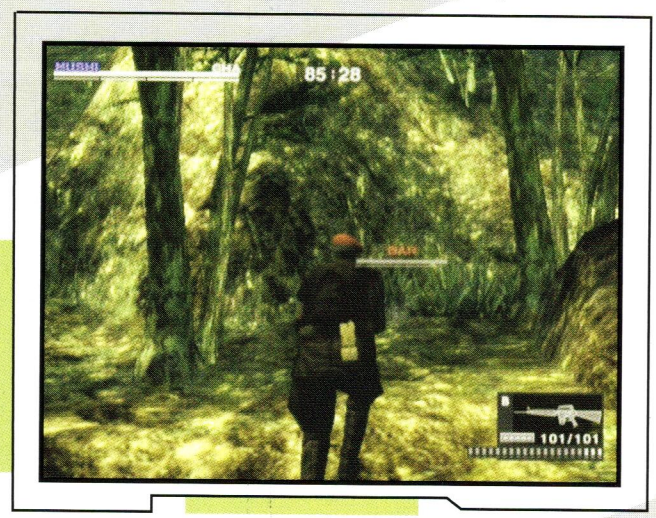


In you choose to hide underneath, crouch close to the back so you're harder to see. While this area offers protection from three sides, the vantage point is minimal — you can only shoot people who come close to your position.

SNIPING FROM THE MIDWESTERN HILL

You can use the grass on the mid-western hill (4c) of the Deep Forest (4) as a sniping point. Assume the prone position in the grass and fire on anyone who runs up the hill. You have the advantage, as you are more likely to see them before they see you.





BETWEEN A TREE AND A HARD PLACE

As an alternative to the grass on the mid-western hill, you can also use the tree and stone hill to the south of it (4d) as a sniping point. Set up at this location, aiming your gun between the tree and hill, and targeting the enemies below.

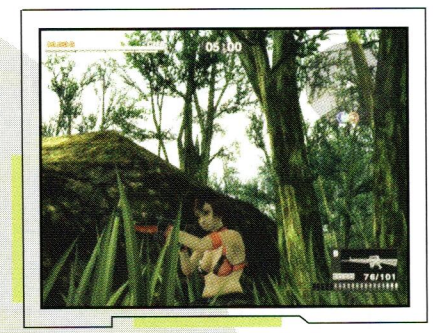




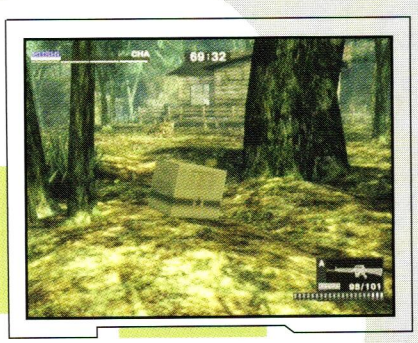
If someone gets wise to your position, move to the south to be better hidden by the hill, crouching down to help hide your head. You can't cover as much of the area below as you can from the grass (4c), but it's still a good, if safer, substitute.

THE SOUTHERN SNIPING POINT

A third good sniping point for this map is the located in the Deep Forest closer to the southern end of the level (4e). This area overlooks the niche in the Middle Depression (3c), and from this point you can see most of the area below (3), as well as the plains of grass near the Run Down Cabin (1).

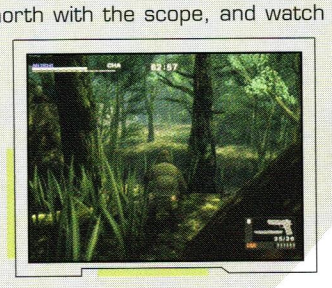
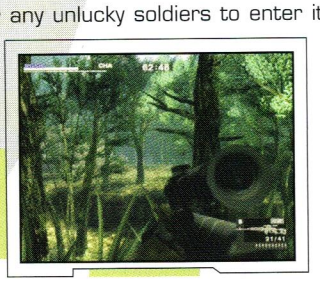
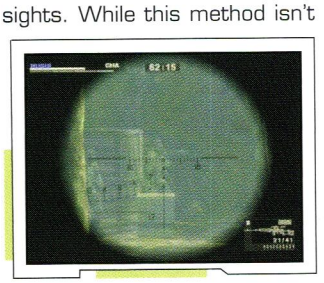

A FOREST FULL OF BOXES




If you're hiding in a Box anywhere but around the Run Down Cabin (1) — (especially in the Deep Forest (4), or the Middle Depression (3) — opponents are going to shoot you if they find you. Boxes only spawn in the area directly around the cabin.

SNIPING FROM THE TREES

You can set up shop and snipe people even from the trees in the far south of Deep Forest (4h). Using the SVD or the Mosin N, target the Run Down Cabin (1) to the north with the scope, and watch for any unlucky soldiers to enter its sights. While this method isn't in a set spot, and the coverage of the cabin (1) isn't as good, it does offer an alternative to the three main sniping points.

THE MIDDLE DEPRESSION



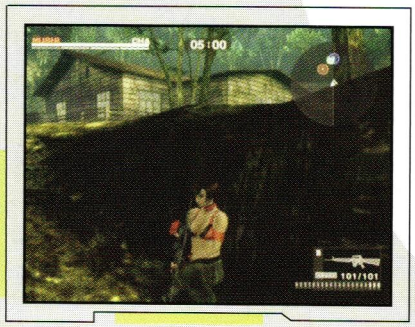
EFFECTIVE USE OF TREES

The key to using the Middle Depression (3) as a vantage point is to use the large trees (4a) and the crevice in the eastern hill (4b) as effectively cover. Hide behind the trees, and scope out the action by the Run Down Cabin (1). If you see an enemy, shoot him.

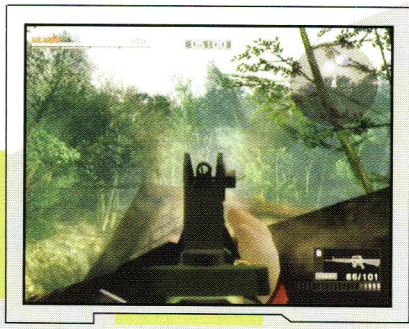



THE CREVICE IN THE DEPRESSION

Using the crevice in the eastern hill (4b) is a great way to cover the roof and underside of the Run Down Cabin (1). To hide here, it's best to crouch with your back to the hill and inch your way closer to the edge. Quickly pop up and take your shot, then hide again. Be careful of grenades, as this is an easy point to target from many different locations.





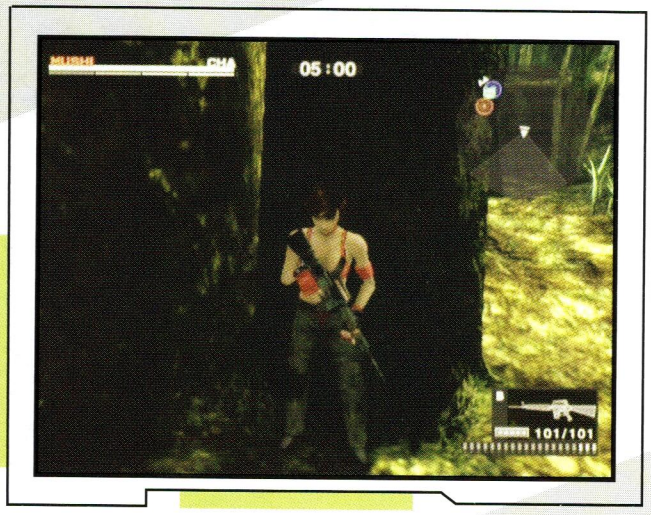


THE ALCOVE IN THE DEPRESSION

This large tree creates inside Middle Depression (4c) is the only decent spot for cover in this area. Hiding behind the tree provides protection to the north. Using the leaning technique, you can take out enemies situated in that general direction.

The only downfall of this position is that it's below one of the best sniping points in the level (4e) — if an enemy sees you from up above, you're probably a goner.

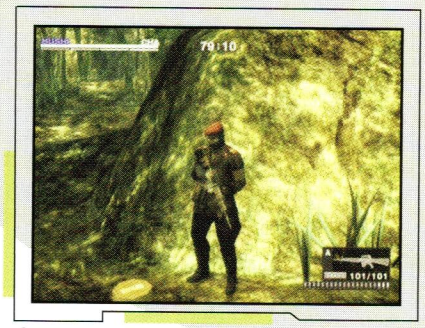




RECLAIMING THE MID-WESTERN HILL

If the enemy is using the mid-western hill (4c) as a sniping point and sneaking around by to the south isn't an option, consider hitting them with Stun Grenades.

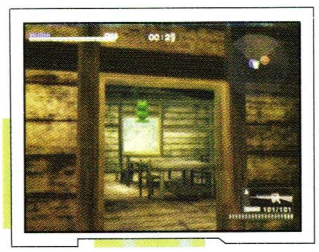
Hide just south of the shack (near 1f), and lob your grenades directly into the path of their shots (4f). Keep a Box handy, equip it right before the grenade explodes, and retreat. After the explosion, un-equip the Box and rush up the hill, targeting your enemy while they are still reeling from the blast.

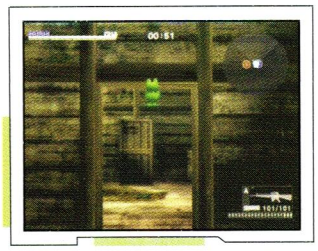




CAPTURE MISSION MODE







The Capture Mission Mode for this level is chaotic. Both teams spawn right next to each other (S3, S4), and this creates a revolving door of death. To get out of the hot zone and get to the Kerotan, you need to be tricky.

The Kerotan is located to the north, in the main room of the Run Down Cabin (1). When approaching the Kerotan, instead of going directly north toward its position, head south and work your way around the Deep Forest (4).

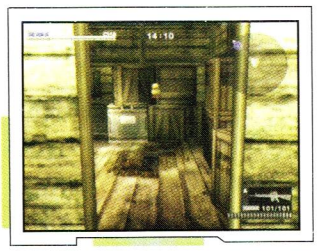
If you're on the red team, be careful. Someone may set up camp on the northwestern sniping point (4a) and target your base repeatedly. Do not overlook this area, and be careful of the explosive barrels when running around the cabin.

The blue team's goal is located in the same spot on the exact opposite side of the cabin, so while it may not be as deadly as the northwestern sniping point, you still need to watch the area south of the cabin (2) for people looking to steal back the prize.

RESCUE MISSION MODE







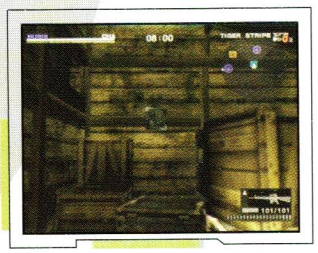
The Gako is located in the back room of the Run Down Cabin (1). The defending team spawns around this area (S2), while the rescue team spawns way to the south (S1).

If you're on the rescue team, you can either get to it by going through the doorway, or if you're tricky enough, you can climb under the cabin and pop through the hole in the floor. Watch out for traps, and keep an eye out for enemies spying you through the hole in the roof.

If you're on the defending team, you may want to move the Gako to a point that's better protected. The goal is hard to get to from the cabin, as it's far into the Deep Forest (3). It may be easier just to kill all of the members on the opposing team.

SNEAKING MISSION MODE







In Sneaking Mission mode, the Microfilm in this level spawns in one of two places. The first is in the back room of the Run Down Cabin (1), while the other is smack dab in the center of the Middle Depression (3).

The first set of Microfilm is located on top of a crate that you have to climb to get to. Instead of climbing, roll up onto the crate to get it a bit quicker.

Pick your Microfilm carefully. While the first one may be a little harder to get to, your opponents may set up shop and guard the second one from a number of different locations, making it the tougher of two to grab.

TEAM SPAWN POINTS

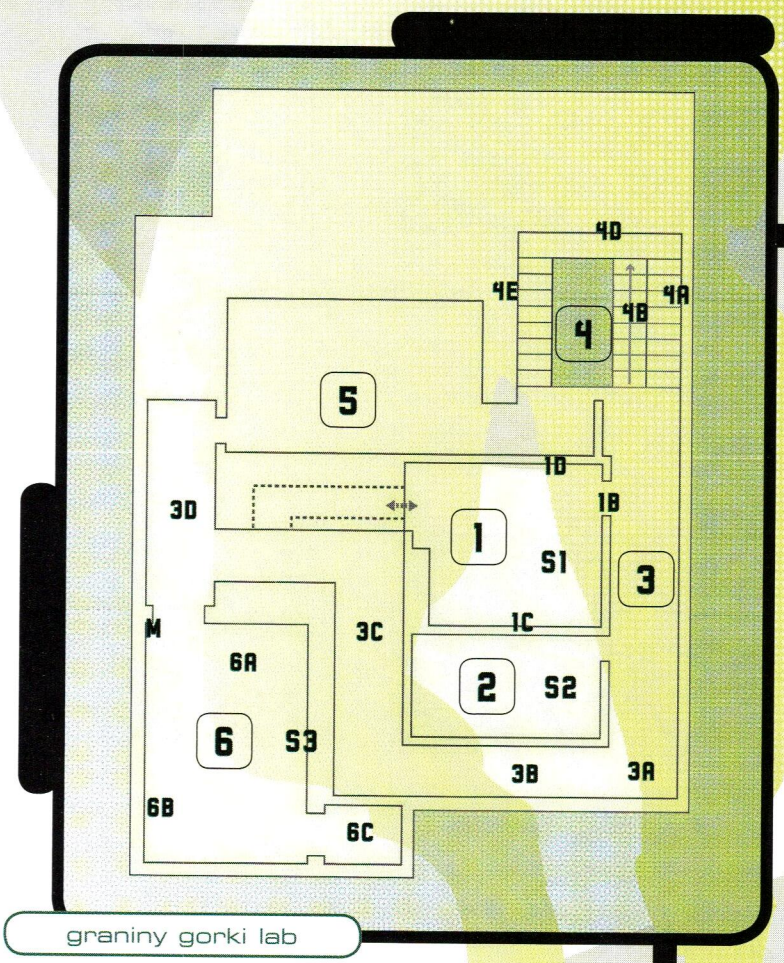


Unlike most of the other maps, there are two sets of spawn points on this level. The first set (S1 and S2) is used in Rescue Mission Mode and Team Deathmatch. Because of this, you're either forced to defend the cabin or fire from the woods. In Capture Mission Mode, you spawn close together around the Southeastern Clearing (S3, S4). This causes a lot of crossfire...and a lot of death.

PERSISTENCE

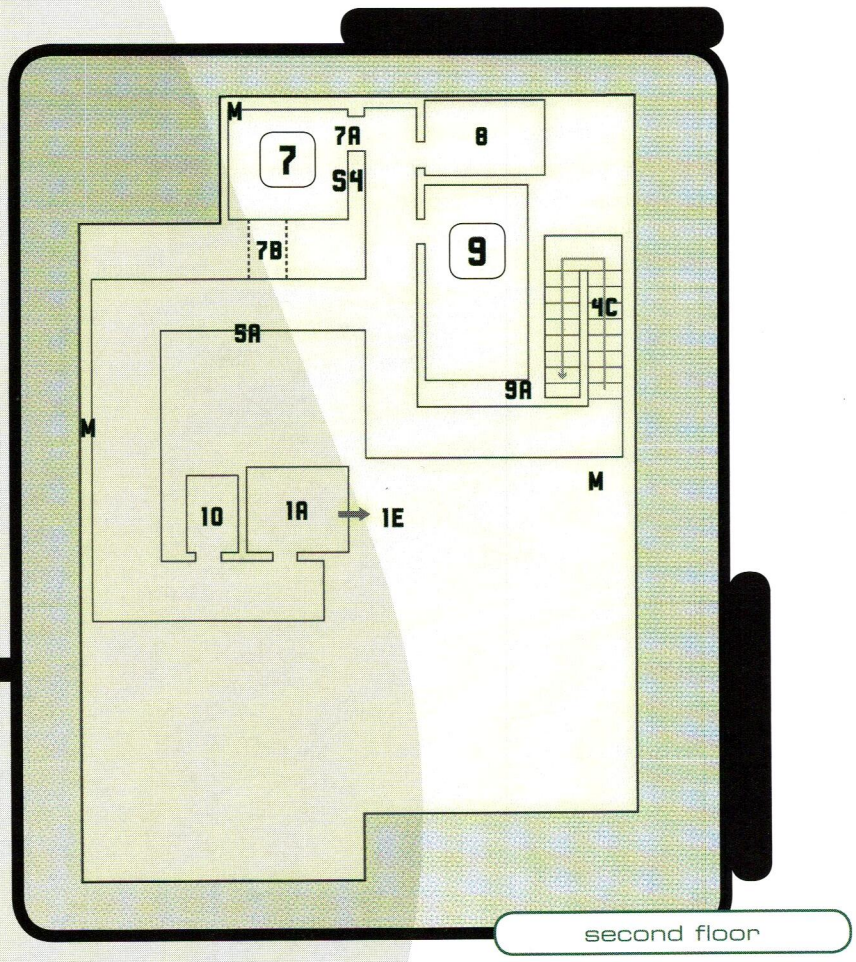
Graniny Gorki Lab

The Graniny Gorki Lab is the first lab that Snake had to sneak into in Metal Gear Solid 3 Snake Eater, and it hasn't changed much since then. Featuring common everyday rooms and areas, including a courtyard, lounge, stairwell, and bathroom, it's hard for one to imagine that you will be waging a bloody battle inside as soon as the action heats up. The key to success on this map is memorizing its layout and using key areas to get to where you want to go effectively.



graniny gorki lab

1. Courtyard
2. Office
3. Main Hallway
4. Stairwells
5. Lounge
6. Waiting Room
7. Locker Nook
8. Bathroom
9. Library
10. Pantry
M. Monitor



GENERAL TACTICS

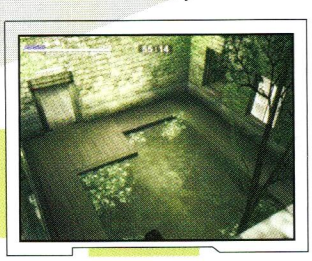


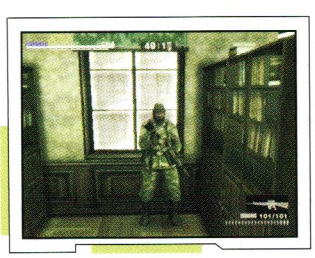
COURTYARD

NINE POINTS OF ACCESS

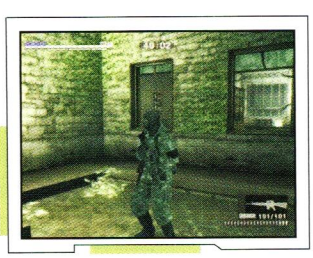
The Courtyard (1) is the nexus of the level and can be accessed by one door, a crawlspace, six windows, and a landing. While the other rooms may have specific teams of enemies hiding out picking people off, the Courtyard is always bustling with many different players of various teams because of its central location. This makes it the key to traveling anywhere in the level quickly. This also makes it the key to taking out your opponents effectively.

One example of how the Courtyard can be used effectively is to use it to quickly circumnavigate your enemies and approach them from behind. You can do this by rolling through the window in the Office (1c) out into the Courtyard, and then continuing on by rolling through the windows leading to the Lounge (1d). From the Lounge (5), backtrack around the hallways (3d - 3c - 3b - 3a) until you come out behind your enemies.









"BOOBY" TRAP THE COURTYARD

The Books you can place as traps have a limited effect due to their temporary nature — put one down and it disappears not too long afterwards. In lightly traveled areas, Books are almost useless, especially when they're seen and avoided. The Courtyard (1) is different. In this section of the Lab, players are constantly rolling into and out of the area, rushing around, and rarely check what's on the ground ahead of them. Gauge the distance a player travels when rolling through one of the windows into the Courtyard (around 1b and 1c) and place a Book in that spot. Wait for someone to pop in and get caught by the Book's alluring visage, and take them out.

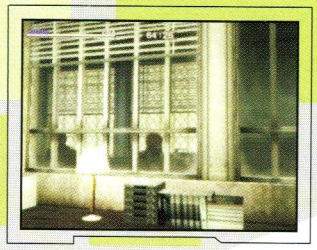


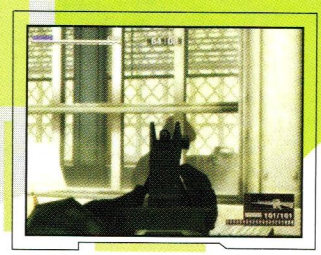




SHOOT THROUGH THE GLASS

When you're near any windows in the level (such as 1c and 1d), including the ones on the south side of the office (3b), remember that you can be shot and killed through them. On the flip side of the coin, you can also use them to see who's hanging around, as well as take down enemies on the other side before they get the chance to do the same to you.





USING THE LANDING

You can cover the Courtyard (1) from above using the landing just to the west of it (1a). If you keep crouched near the edge and keep yourself from becoming a target, you can headshot your enemies as they run through the main door (1b), as well as anyone rolling through the windows (1c and 1d). You can also take out anyone trying to get up the ladder.

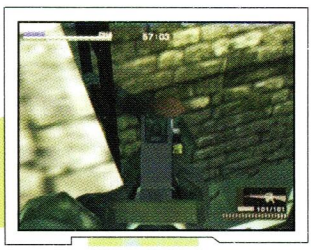




THE LADDER SCENARIO

When sniping your opponents from the landing (1a) above the Courtyard (1), eventually someone is going to get wise and attempt to head up the ladder (1e) and kill you. To put a stop to this nonsense, move up to the edge of landing and face the side of the ladder. Enter the First Person view mode, lean to the right, and then aim down. You should then be in the perfect position to target the enemy for a headshot.





THE MAIN HALLWAY AND STAIRWELL

SUPPRESSION FIRE FROM THE STAIRS

If you're a solid marksman, you can head to the north of the Main Hallway (1), and use the Stairwell's second set of steps (4b) to fire on anyone running down the corridor. First check to see if getting into position is safe. When it is, move to the top of these steps onto the landing and go prone. Enter into the First Person view mode, silence your weapon, if possible, and wait. When anyone sets foot in the hallway, take him or her out.





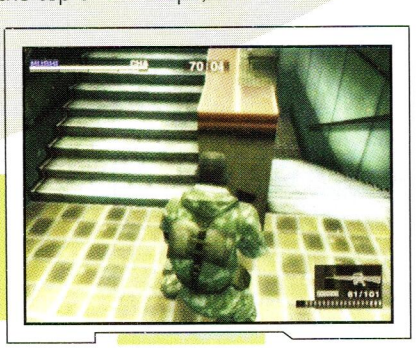
SCOPE OUT THE MAIN HALLWAY

The Main Hallway (1) is generally a dangerous war zone, and not dying while you scan its length can be a challenge. If you plan on using the stairs to lay down some suppression fire, don't rush down to the landing above the stairs (4b) to view the action. Instead, stand on the third set of steps leading farther up (4c), and position the camera to see below you. This way you can see them, but they can't see you.



LEAN AROUND THE RAILING

Firing from the top second set of steps (4b) can be perilous, but you want to do something about the firefight going on down below in the Main Hallway (1). To get involved without much risk, move down the third set of steps leading to the second floor (4c), and crouch behind the railing between thern and the second set (4b). Using the First Person view mode, use the leaning technique to lean to the right and over the railing. Fire off some headshots, and then lean back. While the view of the hallway isn't as good as when prone at the top of the steps, this tactic is a safe alternative.



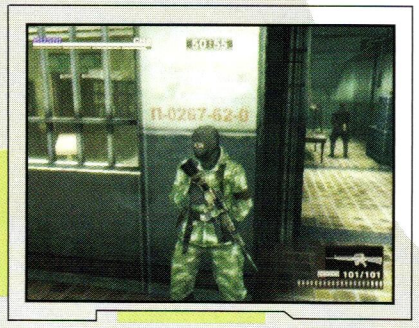


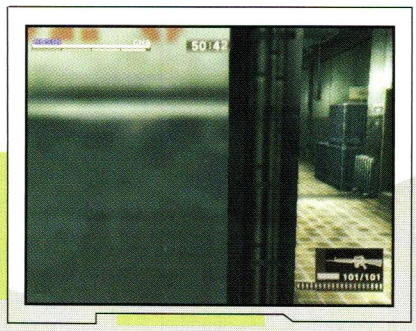


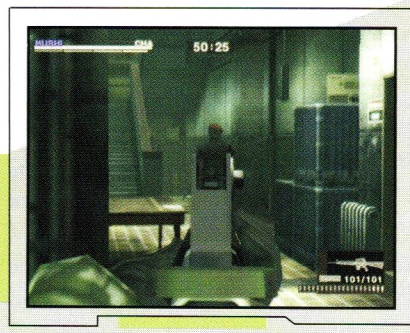
COVERING THE MAIN HALLWAY FROM THE LOWER STAIRS

If getting to the second set of steps (4b) to lay down suppression fire on the Main Hallway (1) isn't an option, use the steps leading down to the back hallway (4a) instead. Stop about midway up the staircase and then crouch and position yourself on the steps so that you can just see down the hallway.

While crouching to keep your head safe, look around to spot any enemies to the south. When you find a mark, equip a weapon, go into First Person view mode, then pop up of the crouch position and aim quickly to take out your desired target with a headshot. Crouch back down and repeat as necessary.







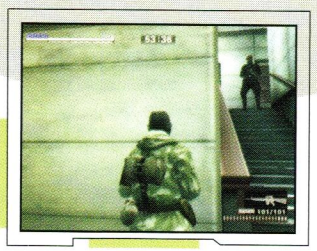
BOXES ON STAIRS ARE BAD

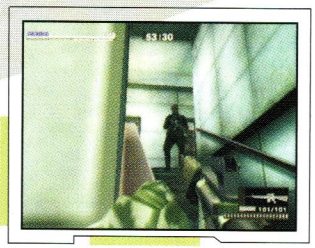


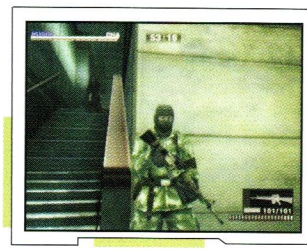
Do not stand on the stairs and equip the Box. While using it to quickly run up steps is a good idea, just standing on the steps and equipping it makes you a bigger target than without. A box with legs doesn't fool anybody.

LURKING AT THE BOTTOM OF THE STAIRWELL

There is a hallway at the bottom of the stairwell (4d) that also has a set of stairs to the west, which lead to the Lounge (4d). This is a good place to hide since players tend to roll down these steps without thinking. Crouch in wait and take them down while they're rolling, or lean at the corners of the stairwell using the First Person view mode and take them out with precision headshots before they even begin their decent.

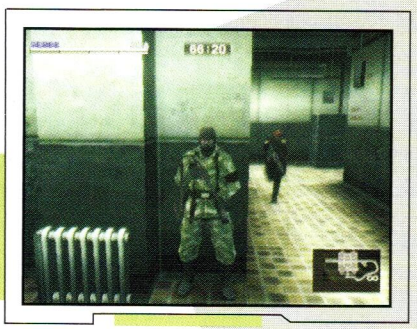






CUTTING OFF ACCESS TO HALLWAYS

If you're lucky enough to find the flamethrower, you can use it to cut off access to the hallways (such as the ones between 3c and 3d). However, don't shoot an unending stream of fire down the hallway — this not only gives away your position, but also gives the enemy a chance to throw grenades at you. Instead, wait at one of the hall corners. When someone is foolish enough to rush in without thinking, let him have it.





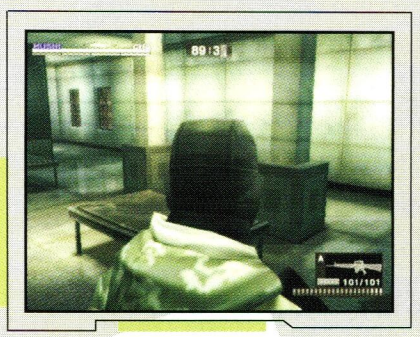
LOUNGE

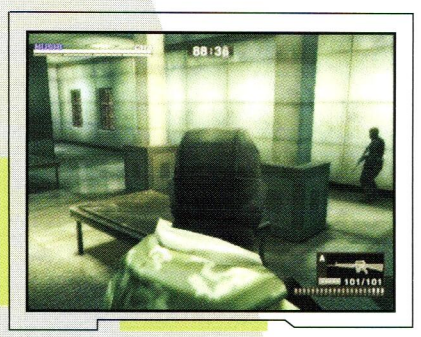


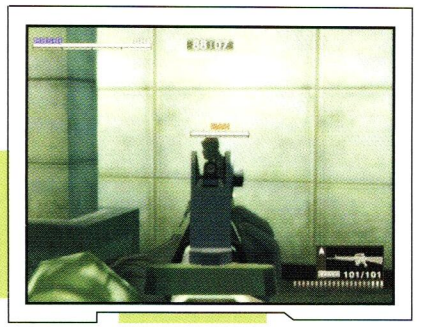
HIDING IN THE BACK OF THE LOUNGE

Players tend to overlook the Lounge (5) — using it as a means to get from point A to point B. This means that it's quite easy to hide in there and get the drop on anyone foolish enough to be caught unawares.

Climb up on the couches and put yourself into the northeastern corner. When the enemy runs through, target their heads and take them out. As a bonus, it's a little harder to see you from the balcony above if you crouch in the corner.



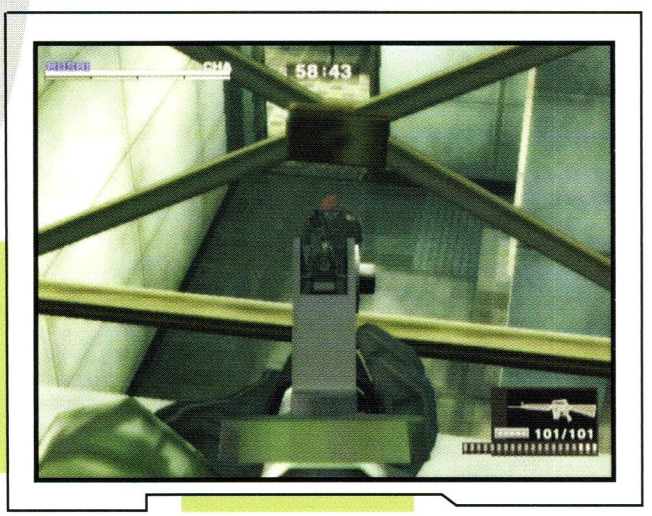




COVER THE LOUNGE FROM ABOVE

You can cover the Lounge (5) from the balcony above. Players tend to stand around the Lounge and use it to cover and enter the hallway to the west (3d), or sneak around into the Stairwell (4), which provides you with the perfect sniping opportunity from above. Using the balcony railing, crouch down, and then aim your weapon through the railing's bars to hit the enemies below.



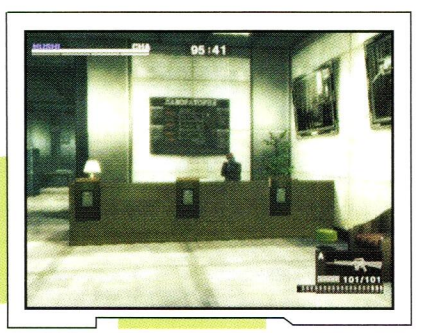


THE WAITING ROOM



THE RECEPTIONIST'S DESK

There is a desk positioned in the northeast section of the Waiting Room (6a) that is right next to the only entrance. Crouch behind it and train your weapon on the entrance, eliminating any opponents who foolishly run in.



SPECIAL DELIVERY

You can also hide behind this desk in a Box and wait for opponents to rush in and get into position. While they're busy trying to cover the door, you can take the time to take them out while already in their own base of operations.





THE WALL PROVIDES COVER

The wall in the Waiting Room (6) juts out a little near the southwestern side (6b), which provides a bit of cover. Climb up the set o cushions to gain some height and then watch and wait. When you see a target head into the hall to the north (3d), use the leanin technique in First Person view mode and take them out. Watch out for the potted plant, which sits to the north of this position, as i can act as cover for your enemies and also get in the way of your shot.







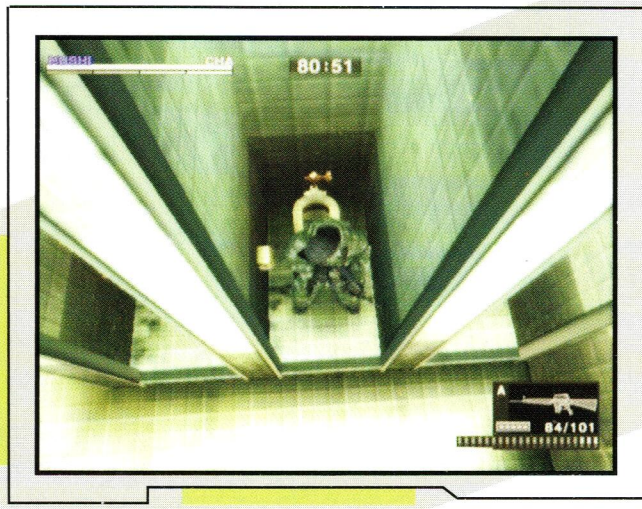
UPSTAIRS



A TRIP TO THE BATHROOM

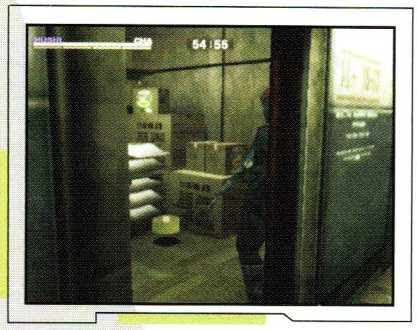
Yes, the Lab has a bathroom. Although why would you stand around in the Bathroom (8) while a war is going on outside? That's the point — the bathroom and its stalls are often overlooked and provide a good amount of cover. While people may check the Locker Nook (7), they don't enter the bathroom nearly as much.

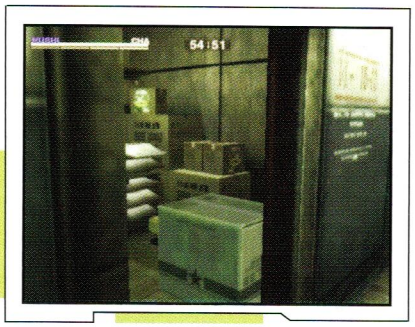




THE PANTRY

If you're forced to retreat from the balcony (1a), and you think someone's following you, there's a Pantry (10) you can duck into and hide in, then use its relative safety of cover to watch the hallway for enemies rushing past.

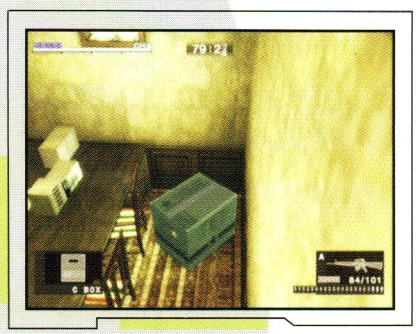


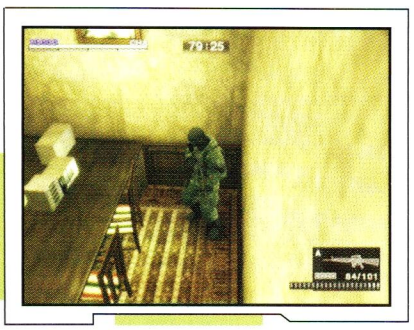


THE LIBRARY'S CORNER

You can use the Library (9) on the second floor to eliminate opponents running into the hallway. Crouch in the southeastern part of the room (9a) behind the desk. Ready your weapon in First Person view mode, then take down anyone who dares come running into the room.







MISCELLANEOUS



USE THE SHOTGUN

The confined nature of this level makes the Shotgun one of the most devastating weapons available. Having more range than you'd think, and packing enough power to knock your opponents over when you hit them, this weapon makes the final kill shot all the more easy.







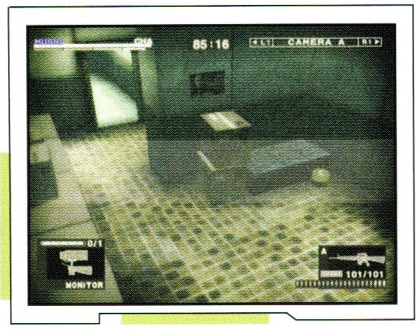
THE SHOTGUN'S WEAKNESS

Always be aware of how much ammo is left in your Shotgun's chamber. While this weapon is supremely powerful, it does have a downside — reloading. Reloading takes time and can leave you vulnerable. It's a good idea to ensure you're out of the line of fire before attempting to reload.

THE COMPROMISING CAMERAS

There are Monitors placed all around this map — most of which are stationed in key spots where people hide out. Use this to your advantage by using the Monitor and cycling through each camera until you figure out where people are positioned.

If you're hiding near one of the cameras, the smart thing to do is to take them out. Fire a few rounds on the camera until it starts smoking, then equip the Monitor to check the camera's status afterwards.









LOOK FOR THE LIGHT

Don't forget — the blinking light means someone's watching you!

LISTEN UP!

There are many different types of floor in the Lab, and almost every one of them gives off a different sound. Due to the map's sma nature, you can hear almost everything going on. Listen and learn each sound. Once you do this, you can tell where your enemies ar and where they're going.





CAPTURE MISSION MODE



Getting the Kerotan in this level generally winds up being a battle to get out of the spawn areas. Teams spawn in both the Courtyard and Office (S1 and S2), which generally creates an endless and deadly tug of war match.

The Kerotan only spawns in one location, and it can be accessed by two entrances that are within close proximity of one another — a walkway (7a), and a crawlspace (7b). The key to getting to the Kerotan is getting out of the spawn areas as quickly as possible, and then making your way to the Locker Room (7) safely. Scope out any kind of protection the other team may have set up on the way, and take it out or avoid it altogether.





RESCUE MISSION MODE



In Rescue Mission mode, the protecting team starts up near the Locker Room (S4), while the rescue team starts in the Office (S3). If you're protecting the Gako, do not underestimate the power of rolling down into the Lounge (5) from the balcony above and waiting for your enemies to take the bait.





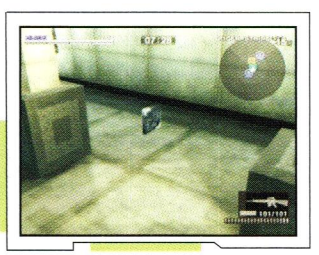
If you're on the rescue team, remember that your opponents probably have set up protection in the hallway by the Locker Room, as well as in the Library (9). The Gako only spawns in one place — the Locker Room (7). However, oftentimes, the opposing team will move it into the Bathroom (8), as covering one entrance is easier.

SNEAKING MISSION MODE



In this mode, the sets of Microfilm spawn in two different locations. The first is in the Courtyard (1), while the second is in the Lounge (5). These areas are right next to each other, though the Microfilm in the Lounge is easier to cover.





Remember, the Courtyard is accessible by nine different points. The only way to cover most of them is to use the landing, and even then Snake may choose to come through this way.

If you're Snake, plan your strategy ahead of time. While it may be quicker to head toward the goal in the Waiting Room (6), check to see if it's heavily guarded using the Monitor. If the goal upstairs near the Locker Nook (7) is clear, head for that location instead.

TEAM SPAWN POINTS

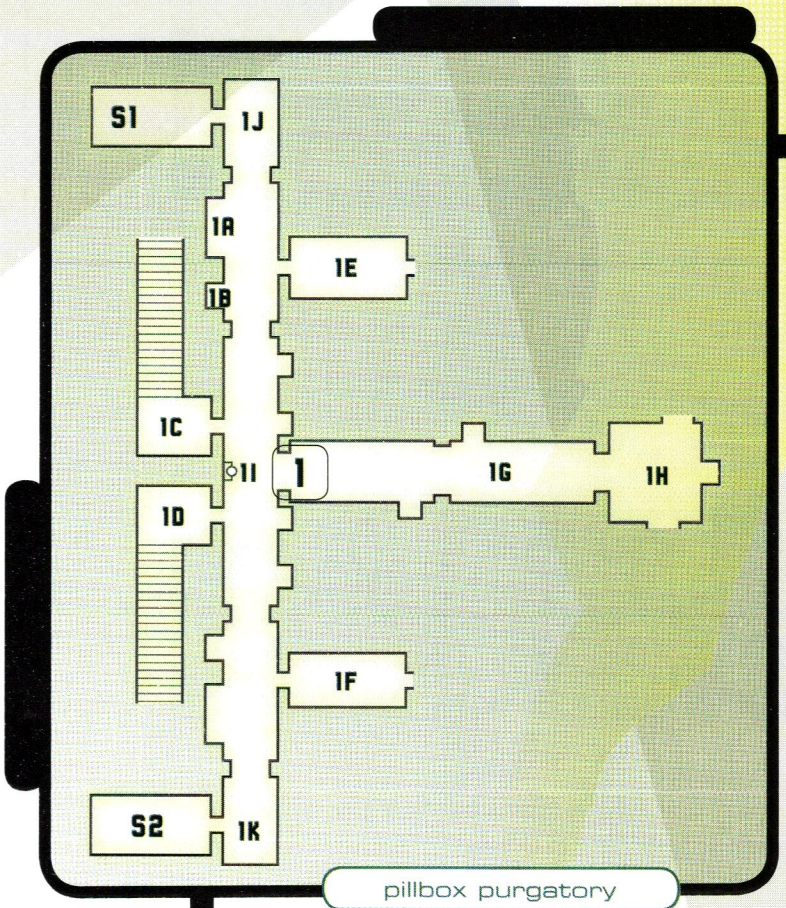


As you may have noticed from the map, there are more spawn points in this level than others. This is because of how radically different the missions are laid out. For example, in Capture Mission mode, the spawn points are right next to each other in the Courtyard and Office (S1 and S2) so that the Kerotan is in the center. In Rescue Mission and Team Deathmatch modes the spawn points are near the Waiting Room and Locker Room (S3 and S4), so that you are about as far apart as you can get.

PERSISTENCE

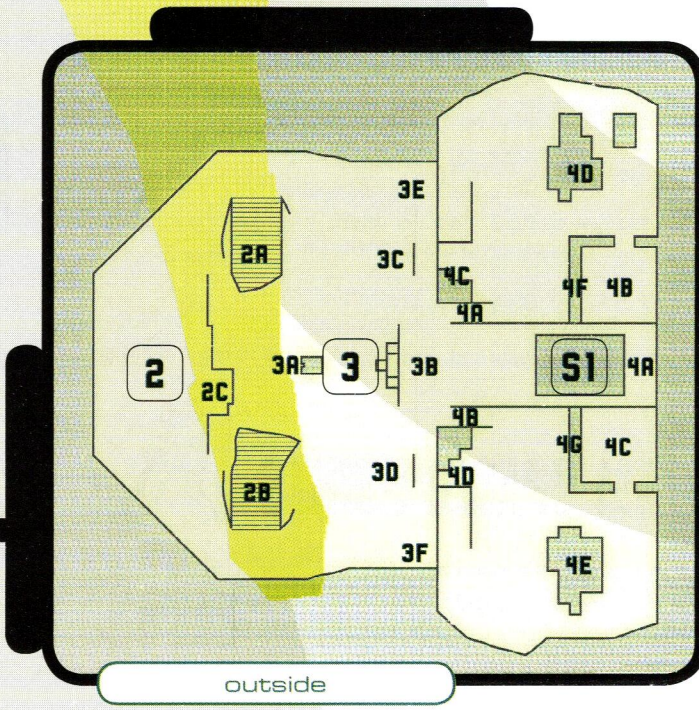
Pillbox Purgatory

To understand Pillbox Purgatory, you first have to dissect its name and the meaning behind it. A pillbox, as used by the military, is a bunker-like defensive warfare fortification used to protect personnel and equipment. While Purgatory, according to religious literature, is a place of punishment for those who must make amends for the transgressions they committed in life. In Pillbox Purgatory, you start in an underground hallway where back-and-forth gunfire is commonplace. When you try to escape this gunfire and move outside, the wide open spaces provide even more of a hellish nightmare. It almost feels like you're getting punished for playing this map.



pillbox purgatory

1. Underground Hallway
2. The Main Hill
3. Cement Plains
4. Lower Purgatory



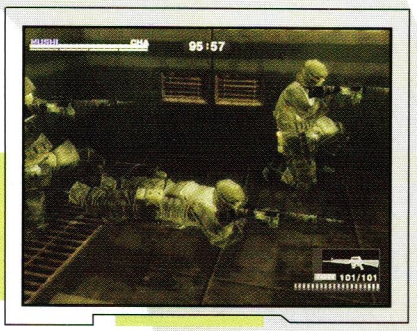
outside

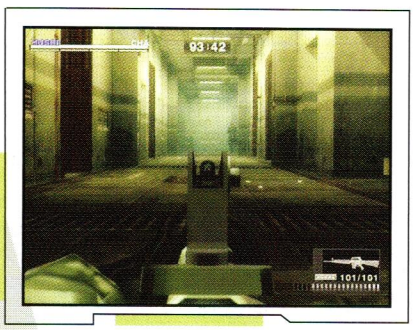
GENERAL TACTICS

UNDERGROUND HALLWAY

SUPPRESSION FIRE

If you are skilled in the art of sniping, lay down heavy suppression fire by exiting the spawn points (S1 and S2) and assuming the prone position at either end of the Main Hallway (1j, 1k). The key to using this technique is speed.



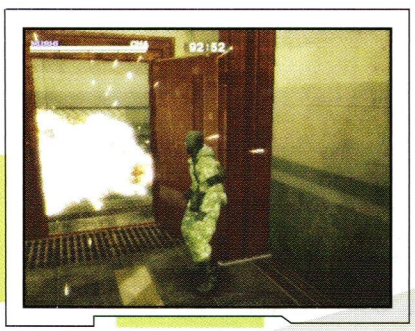


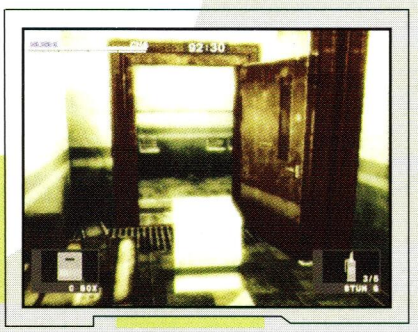
Since both teams spawn near the end of the hallway, you must immediately get in place. Position yourself on the floor and use a bit of the wall as cover. Aim using the First Person view mode and quickly take down the enemies at the other end of the hallway using the SVD or XM1611. The first team to set up suppression fire by using this tactic is the one that usually dominates.

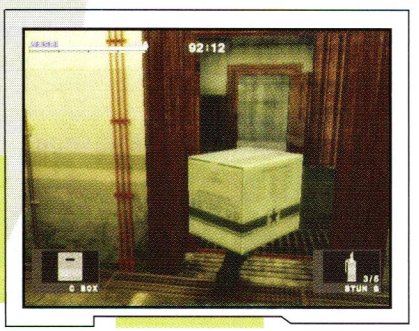
GET OUT ALIVE

If your enemies manage to get a good sniper setup at the end of the hallways (1j, 1k) before you do, it's very hard to get out of the spawn point (S1, S2) alive — by the time you get out of there and aim your weapon, you're pretty much toast.

To get out alive and in one piece, equip both a Box and Stun Grenades. Next, quickly un-equip the Box, toss a Stun Grenade out in the hallway, then re-equip the Box before the grenade explodes. Once the grenade flashes, run into the hallway and head to one of the closest exits (1e and 1f) still wearing the Box.

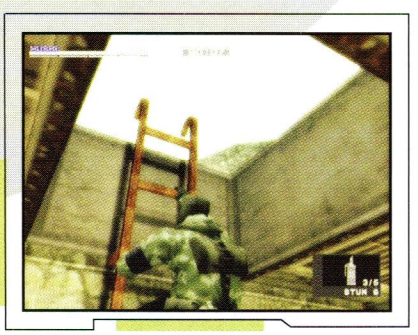






KEEP OFF THE LADDER





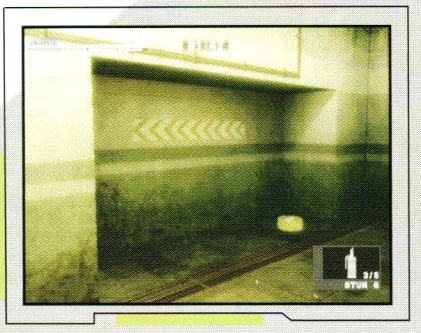
Using the ladder (1i) is dangerous. If by some luck you manage to get to the ladder without dying, climbing up it paints a huge target on your back for anyone who happens to be in the hallway. To make matters worse, when you get near the top of the ladder you can't even see the area above to check it for traps before stepping off.

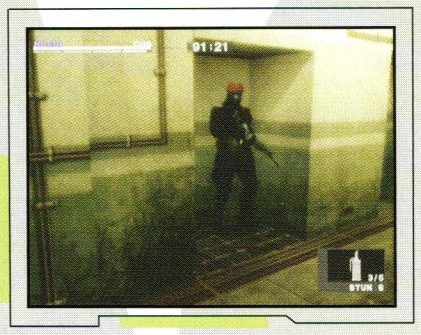
Instead of using it to leave the area, use one of the main exits (1e, 1f), or use the back stairs (1c, 1d). The remaining exit (1g) is almost as perilous as the ladder, though it is sometimes useful, as oftentimes people are too busy fighting outside to keep an eye on it.

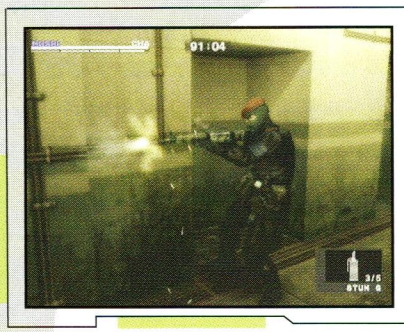
KILL FROM COVER

In the Underground Hallway (1), you can use the small alcoves in the walls (such as 1a and 1b) for cover. Hide here, then rotate the camera to scope out what's going on further down the hallway.

If you want to take a shot at someone hanging around, don't just run into the hallway and fire. Instead, use the leaning technique and pop out from the alcove to take your shot.







CEMENT PLAINS AND MAIN HILL



TRAP THE LADDER

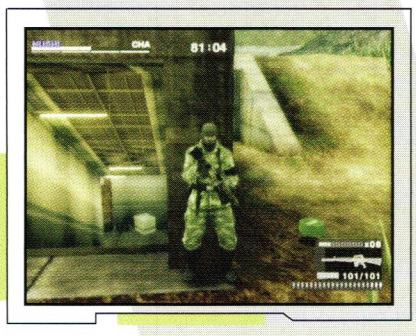
While getting to this ladder is generally perilous, the risk is worth the reward. Since it's impossible to see what is waiting up top when you're climbing up, it's easy to set traps. Using either Claymores or Books, position them so that enemies coming up the ladder step onto them when they dismount.





THE BACK STEPS

When you manage to get out to the Lower Purgatory (4), you can head up to the Main Hill (2) and use the sets of steps there (2a and 2b) to get closer to where the enemy may be camping. For example, if your opponents are camping the southern end of the Main Hallway (1k), you can use the southern-most stairs (2b) to get closer, and then use the leaning technique to get a shot on them.





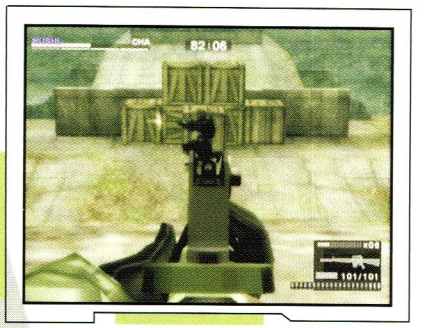
USE CAUTION

Be careful to scout out the steps first before taking them down to the lower area. If you see a Box, fire on it first to ensure there is no one hiding underneath.

SNIPING FROM THE MAIN HILL

You can hide up on the top of the Main Hill (2) and use the overhang (2c) as a vantage point. Be sure to watch the steps (2a, 2b), and the people sneaking around them constantly.





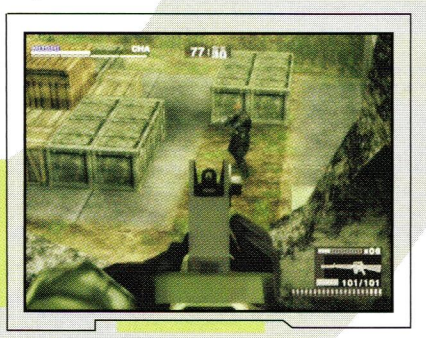
BEWARE THE BOX

Even though a Box spawns up here often, the first reaction for players heading up this way is to check it by firing bullets into it. Your best bet is to not use it in this location.

SNIPE FROM THE RUSTED METAL STRUCTURE

Above the two alcoves used as goals in Capture Mission mode, there is a rusted metal structure that is perfect for hiding behind (4a). After heading up the steps, head east. Watch your back while getting into position, and hide here in a Box. Scan the area often and watch what is going on below you in the Lower Purgatory (4) and the Cement Plains (3). You can also crouch on the edges of structure to get a better shot below, or lay prone on the edges and fire into the Cement Plains.

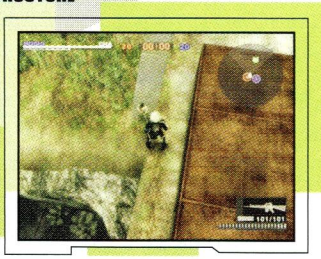


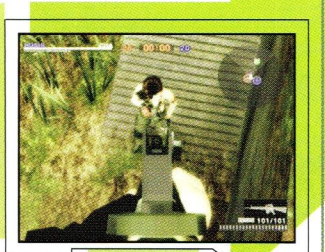




USE THE EDGES OF THE RUSTED METAL STRUCTURE

If someone is being tricky and staying close to the stairs (4a, 4b), pop up out of your hiding spot and approach the edge. Enter the First Person view mode and use the leaning technique to get a better shot on them from above.





YOU CAN'T HIDE FOREVER

If you're hiding behind the rusted metal structure (4a), enemies can kill you fairly easily from the opposite side. Watch the area around you closely and continuously scan the environment for enemy movement.



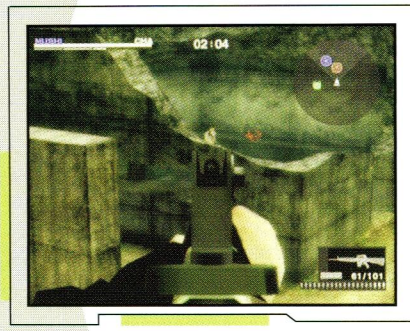


COVER LOWER PURGATORY FROM THE OUTSIDE WALLS

If covering Lower Purgatory (4) from the rusted metal structure (4a) is becoming prohibitive, the outside walls to the north and south of the Cement Plains (3e, 3f) suit this purpose as well. This location also gives you better coverage on the stacked boxes (4c, 4d) and stairs (4a, 4b) leading up to the Cement Plains (3).







USING THE CEMENT WALLS FOR COVER

When positioned around the Cement Plains (3), you can use the short cement walls to the east (3b, 3c, 3d) for cover. Crouch down out of view, and lean up against them. Manipulate the camera to scope out what's going on below or over by the metal grating above the alcoves (4a), and use it as a position to fire on your opponents.

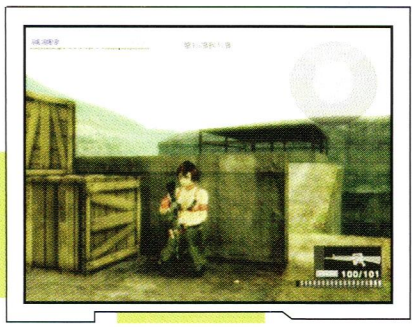


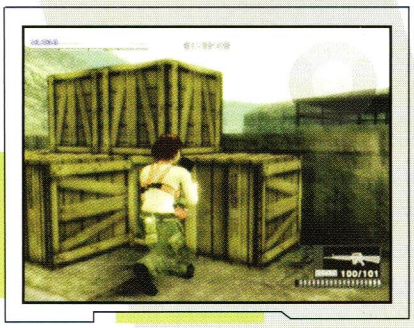


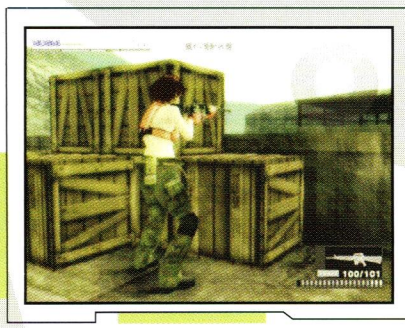
CRATES AND CEMENT WALL TACTICS

The cement wall surrounded by wooden crates in the middle of the Cement Plains (3b) provides much more cover and shooting possibilities than the other cement walls in the area (3c, 3d). Position yourself to the right or left of the crates in order to give yourself more cover to the south or north, and use this position to scope out what's going on below.

You can also use this vantage point to take out anyone hiding around the rusted metal structure (4a), which is situated to the east.



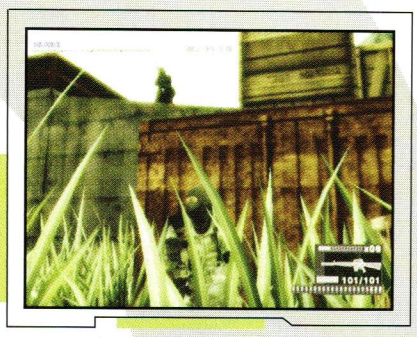




LOWER PURGATORY

APPROACH THE STEPS WITH CARE

When using the steps up to the Concrete Plains (4a, 4b), approach them with care. Opponents are often up above mowing people down as they head up these steps. Look around the walls surrounding the steps to see up above — especially around the red grating in the middle (4). When you do decide to head up these steps, equip a Box for extra speed and safety.



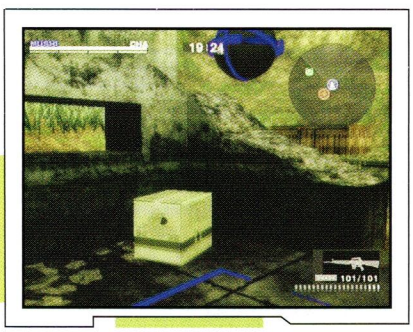


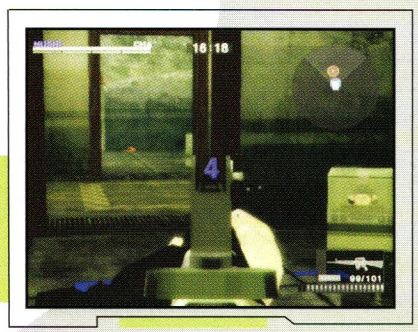
HIDE IN ENEMY TERRITORY

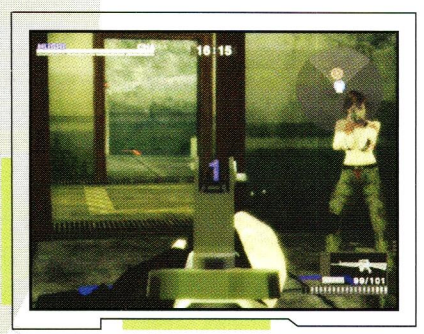
By hiding in enemy territory, you can get the drop on anyone running through the area. The little alcoves in the Lower Purgatory (4b, 4c) are perfect for this situation, especially in Capture Mission mode since the goals are stationed here.

When an opponent makes a break for the goal, quickly swoop in and equip a Box. While your enemy is preoccupied with setting the Kerotan, you can pop out of the Box and eliminate them before they even see you coming. Don't rush for the Kerotan, though. Stand back, wait to see if anyone's following your enemy, and take them out first.

Hiding by the door is also recommended if you know someone's going to be running through it. When the enemy rushes to get in position to cover the opening, you'll already be behind him and ready to take him out.





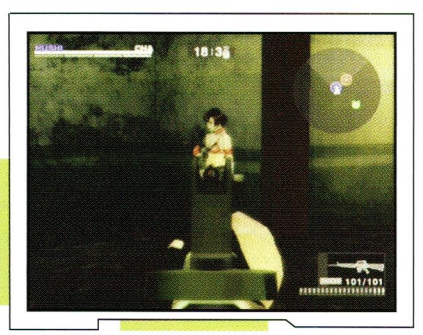


WINDOW SHOOTING

The alcoves in the Lower Purgatory (4b, 4c) have windows. Instead of approaching them from the main entrances or the center hallway (1g), lean against the wall and scope them out. When you know someone is inside, eliminate him through the windows using the First Person view mode. If someone's being stubborn and hard to kill, you can also lob a few grenades to smoke them out.







THE NORTHERN CRATES

You can use the stack of wooden crates to north (4d) to cover both of the small alcoves (4b, 4c), as well as the corridor that runs between them. This is a long stretch of land and you can sometimes headshot opponents all the way on the other side of the Lower Purgatory (4).

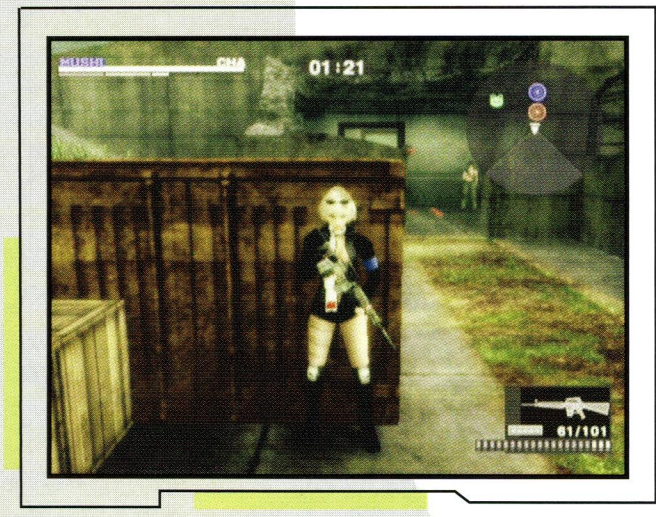






THE SOUTHERN CRATES

The crates located to the south in the Lower Purgatory (4e) are situated in a completely different configuration than the ones to the north (4d). To utilize these to the fullest, use the edge of the rusted metal crate in conjunction with the leaning technique to pick off your targets.



HIDE FOR RESULTS

Don't just lay prone in the grass while you set up your shots, as this leaves your entire body open. Instead, crouch behind these crates and sit in wait with your gun. You can also hide around this area in a Box, waiting and watching for people running through unaware of your presence, then take them out.

REPEAT PERFORMANCE

You can also hop up onto the wooden crates surrounding the larger rusted one, and use the same tactics you used on the wooden crates to the north.





CAPTURE MISSION MODE



There is only one spawn point for the Kerotan in this map, and it's up on the Main Hill (2). Once you manage to get out of the Underground Hallway (1), you probably won't have too much trouble getting to the Kerotan. This isn't as good as it sounds, however, since the enemy is probably getting into position around the small alcoves (4b, 4c) where the goals are located, or up around the rusted metal structure (4a).





Since the goals are located closely together, once someone gets the Kerotan to the goal, get ready for an endless bout of back and forth from goal to goal. If you manage to place the Kerotan, cover it quickly. Make sure no one is behind you, and defend it with your life.

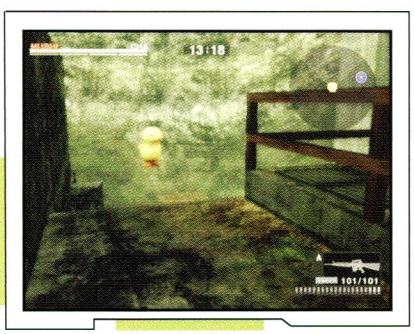


FLAME ON!

If you have the Flamethrower, you may be able to flame the goal for a while so no one gets to it, but this is not a long time solution.

RESCUE MISSION MODE







If you're playing against experienced opponents, the odds of getting out of the spawn points (S1 and S2) alive are slim. Your only chance for survival is to shoot your way out of the hallway with extreme prejudice and head toward the Gako.

The duck spawns around the rusted metal structure (4a), and is already in a good place for the defensive team to protect it. This means they probably won't bother moving it. For success to happen, you must either get there first or be a sure shot.

SNEAKING MISSION MODE



You cannot play Sneaking Mission mode on Pillbox Purgatory.

TEAM SPAWN POINTS

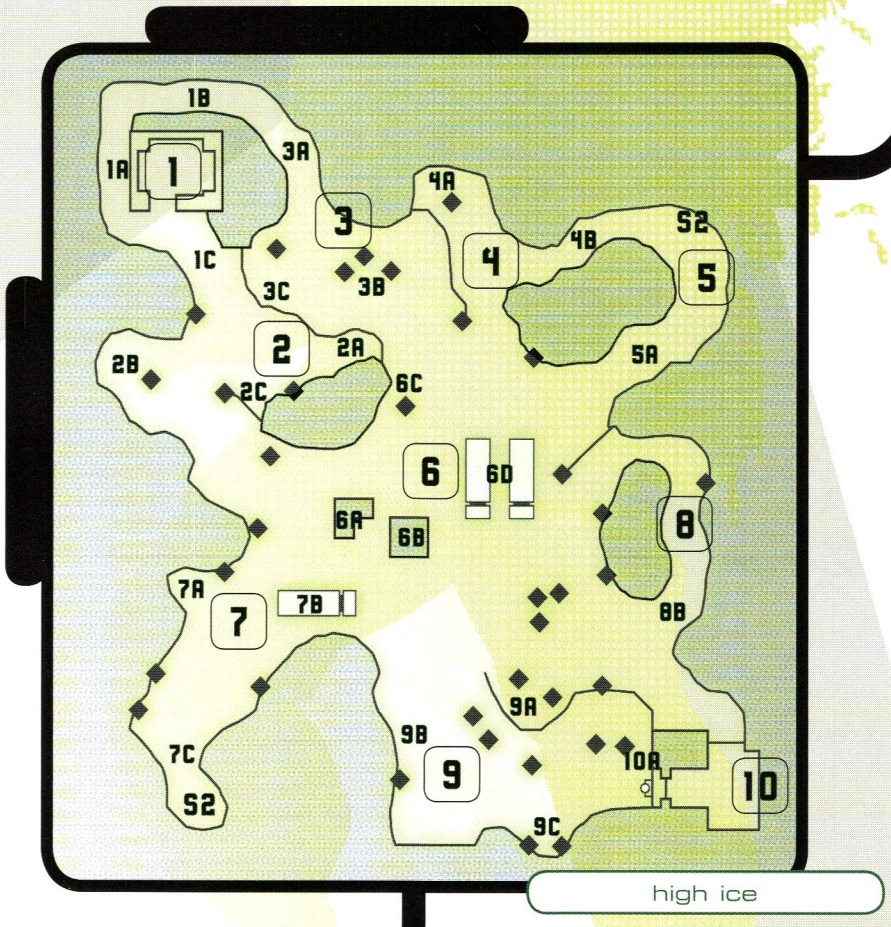


In Pillbox Purgatory, you generally spawn in the large vaults (S1, S2) at either end of the Main Hallway (1). Getting out of here can be tough if the enemies have set up suppression fire at the other end of the hall. Sometimes if you're lucky, you will spawn around the steps up to the Main Hill (1c, 1d), or the hallways leading to the Lower Purgatory (1e, 1f).

PERSISTENCE

High Ice

High Ice is dark. High ice is cold. High Ice is so big that you'll probably get lost around your own spawn point. Set in the mountains, perpetual snow falls for what seems to be an eternity, mirroring the standoffs, which highlight the beginning of most matches on this stage. Littered with trucks, crates, and most of all snow, to survive in this harsh environment you have to learn the layout of this level fast.



high ice

1. Storage Bunker
2. Eastern Hill
3. Northern Meadow
4. Northern Hill
5. Northern Trail
6. Cargo Area
7. Southeast Corner
8. Eastern Trail
9. Entrance Gate
10. Security Bunker

GENERAL TACTICS



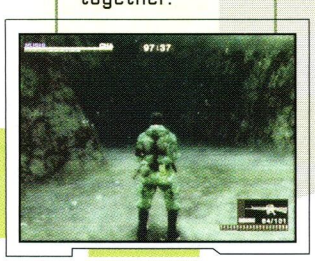


DARK VS. LIGHT

High Ice is an incredibly dark map, which makes traversing its tunnels and paths a challenging proposition. Not only is the level set at night, there is also a perpetual snow storm that reduces viability to a minimum. For this reason, Ocelot soldiers with their sleek black uniforms have it made here.

DEAD END... LITERALLY

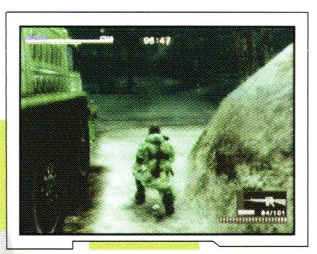
It's easy to get lost in the twisting, turning alcoves of this dark level. Luckily, most of them lead to somewhere. However, in the southwest section of the map there is a dead end. If chased into this corner, you have to fight off anyone following you. This is also a common respawn point. Best to stay out of here all together.

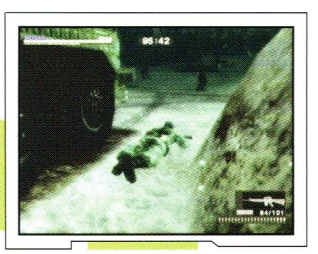


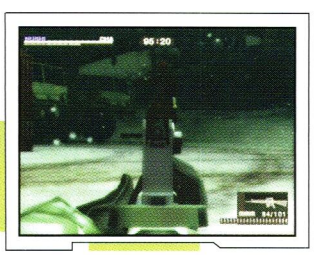
LYING DOWN ON THE JOB

It looks like the drivers showed up with their trucks (6d and 7a), but decided it was too cold to unload them. Their loss is your benefit. These eight wheelers make for an excellent source of cover.

Go prone on the south-side of this truck (7a), and position yourself facing toward the other trucks (6d) to your left. Using your weapon of choice, watch the hills and the area around the truck to take out anyone who comes close.

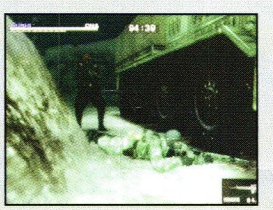






WATCH OUT BEHIND YOU

When using the tactic above, be aware of opponents sneaking up behind you. When you're prone, you're extremely vulnerable.



PRONE IN THE PLANTS

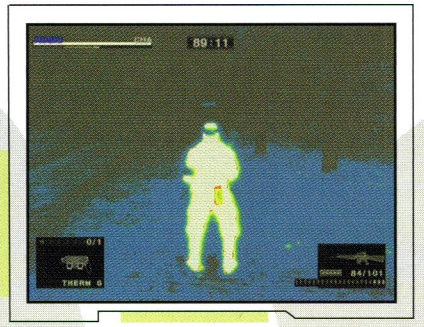
Because this level is already so dark, it may seem unnecessary to use further cover. However, hiding in the foliage is a Metal Gear Solid 3 staple, so don't be surprised to find someone prone at your feet. There are several places that players can do this (2a, 2b, 2c, 3b, 3c, 4a, 6c, 7a, 8a, 9a, and 9c). Make sure you have player names turned on — this way you at least have some chance of spotting your enemies.

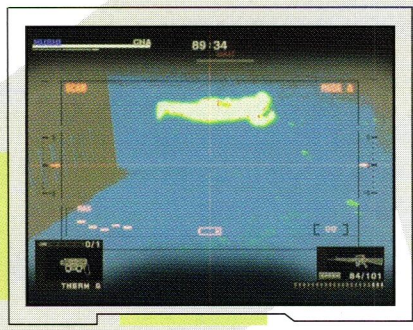




LEAVE THE GOGGLES AT HOME

Not only is this map dark, but it's cold too. This means that the typically handy Thermal Goggles are almost useless at long distances. The best they can offer at long ranges is the ability to track your opponents' movements. Stick with your own eyes and don't bother equipping the goggles.

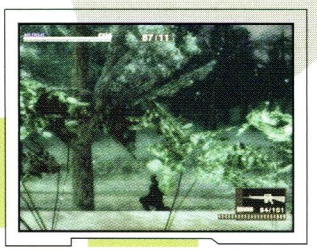




GOOD SPOTS FOR SNIPING

There are several plant covered hills (2a, 4a, 8a, and 9a) that offer a bird's eye view of the map. Go prone or crouch and use these vantage points to your advantage.



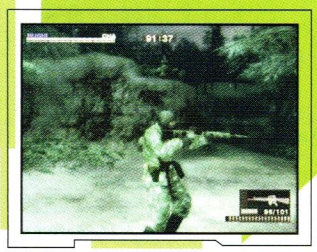




USE THE HILLS FOR COVER

While you're up on a hill, wait at its top and use it or cover. Crouching is the best way to go. If you go prone, you automatically go into First Person view mode and cannot see below you very well.

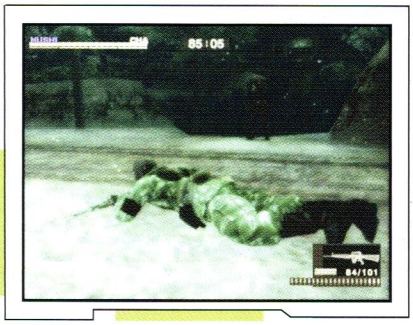


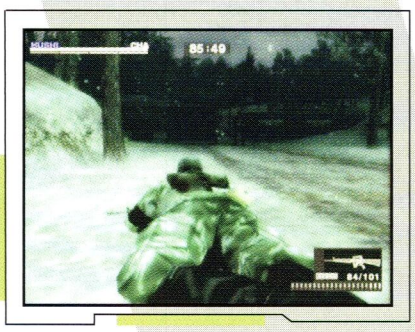


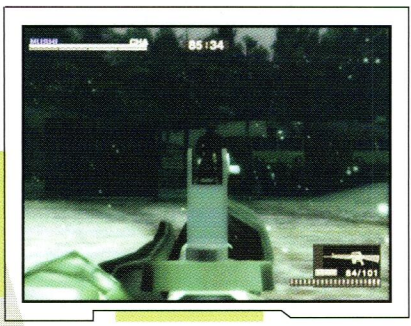
ROAD KILL

Visibility is so low on this map that you can actually lie down in the open and snipe your opponents. There is no better place to do this than by the front gate (9b).

Assume the prone position, enter into the First Person view mode, and wait for the fun to start. Be wary of enemies coming from the Security Bunker (10) to the east, as experienced players tend to check the road for snipers.

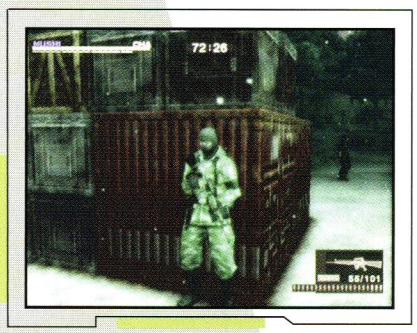
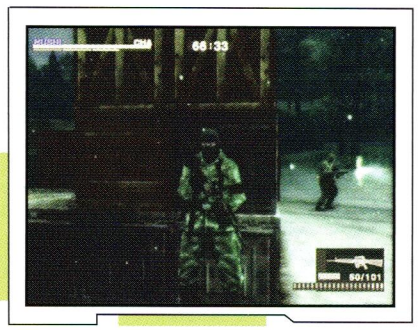
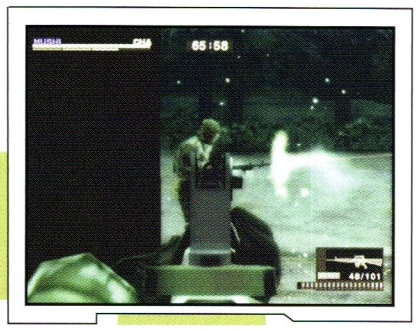






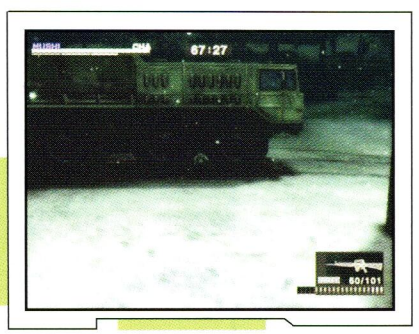
PRECIOUS CARGO

The cargo crates (6a, 6b) can make for excellent cover, especially if there is someone on a hill making quick work out of your team. Use the 3d camera to look around the sides of the crates and pick your target. Now, use the first person lean feature to get rid of any pests you spot. This can also be used on ground troops as well.

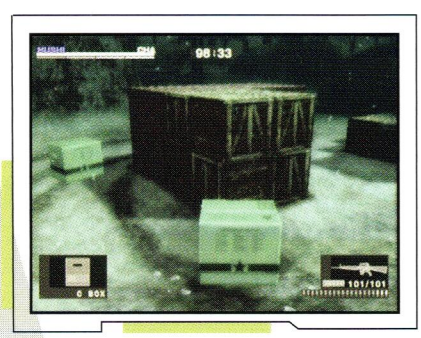
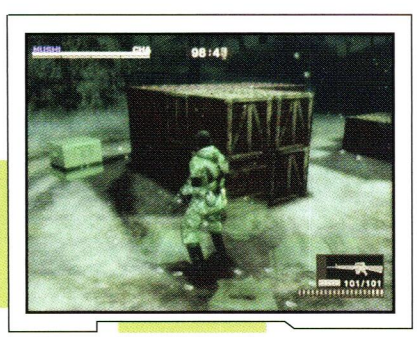
USE THE TIRES

The large tires of the parked trucks (6d, 7b) make for excellent cover when hiding under the trucks. In most cases, it's not recommended you hide under trucks, but in this instance, the darkness of the level offers an added benefit.



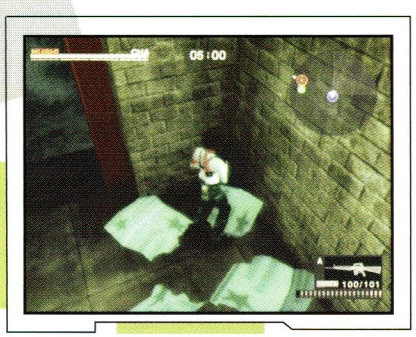

BOXED OUT PART I

Boxes in this level only spawn in three spots: The Security Bunker (10), the Cargo Area (6), and the Storage Bunker (1). If you happen to come across a Box in a different spot, check your Radar. If it's not a friendly unit, light it up.

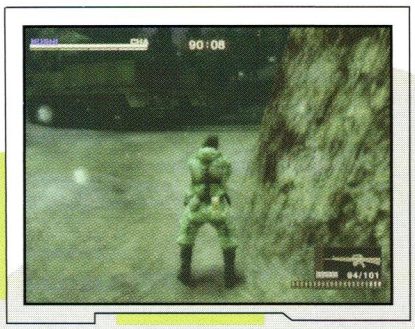




BOXED OUT PART II

Some of the most popular areas in this level are the Bunkers (1, 10). An effective strategy is to break one of the Boxes in the Bunkers and then take it's place in a Box of your own. This is especially helpful in Capture Mission Mode, since the Bunkers are where the goals are located.




SHOOT FROM THE TRAILS

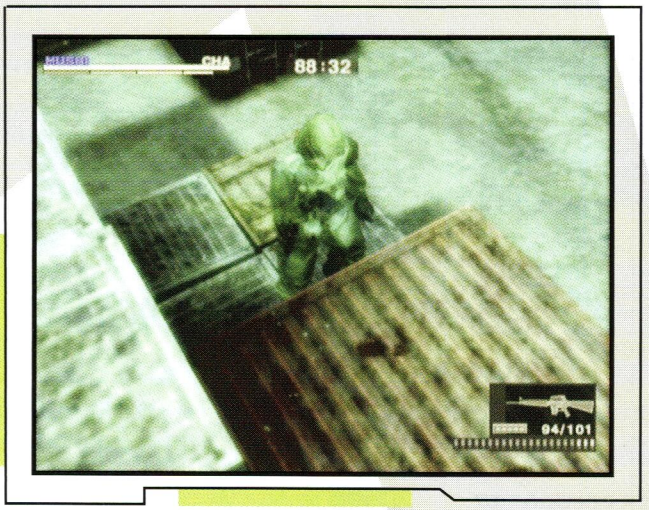


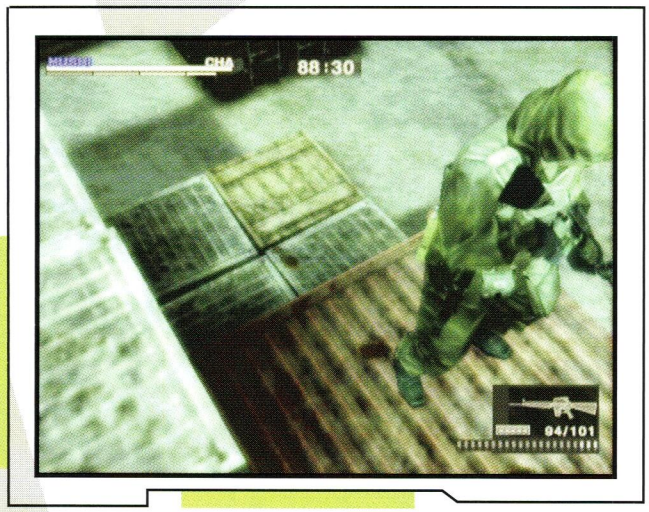


The trails (5, 8) can be a good place from which to shoot at your opponents. The trail openings (5a, 5b, 8a, 8b) cover the Cargo Area (6), the Northern Hill, and the Open Meadow (3). When using them, be cautious and don't let your guard down — it's easy to be snuck up on from behind.

THE STACKED CRATES IN THE CARGO AREA

In the Cargo Area (6) there is a set of crates stacked three high (6b). Climb or roll to get up onto them. Use them to your advantage, but don't stay on top of them long.



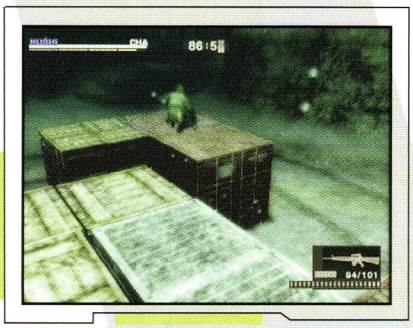


ROLL WITH IT

To access the other set of crates inside the Cargo Area (6a), you have to reach the top of stacked crates (6a) and then roll onto them. This is only handy in case an item spawns here.

FOLLOW THE FOOTPRINTS

Thanks to the wet, snowy conditions, the ground in High Ice is muddy. Mud, when walked through, leaves footprints. This can be advantageous, because if you see a set of footprints in one of the Bunkers leading to a Box, you know that someone is hiding inside there. Just remember, the reverse goes for you as well.





CAPTURE MISSION MODE



This level is huge, and generally the beginning of the match is a standoff. Both teams typically set up sniping positions around the Kerotan, and it's usually one brave soul who is sick of waiting that goes to get it.

The real strategy doesn't start until the Kerotan is moving. If the other team manages to get the frog, quickly head to their base in an attempt to get theirfirst and then hide in a Box to launch a surprise attack.





CREATIVE FLAMETHROWING

If you are on the Red Team, grab the Flame Thrower and hide in the corner of your base. When the Kerotan is placed at your goal, start blazing away. Be careful for enemies tossing grenades through the fire, especially if they're Stun Grenades. This tactic can also be done at the blue goal, but since it has two entrances, you have to be careful of players shooting into the building from the one you're not covering.

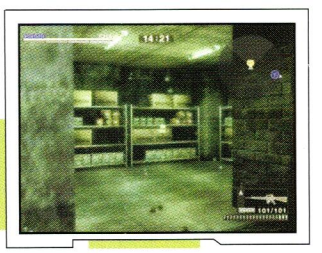


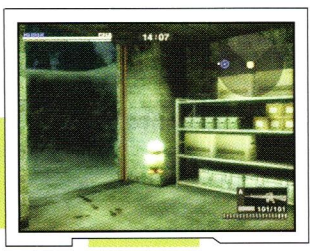
RESCUE MISSION MODE



The Gako spawns in the Supply Bunker (1), while the goal is in the Security Bunker (10). Rescue team spawns in the southeast corner (7), while the guarding team spawns in the Northern Trail (5).

A useful tactic is to not go rushing for the Gako, and instead take your time and set up a sniping position.





A good defensive team tactic would be to hide in a corner of the Security Bunker, break a Box and take its place. When you see that the Gako is almost to the goal, pop out and kill the unfortunate carrier.

SNEAKING MISSION MODE



You cannot play Sneaking Mission mode on High Ice.

TEAM SPAWN POINTS



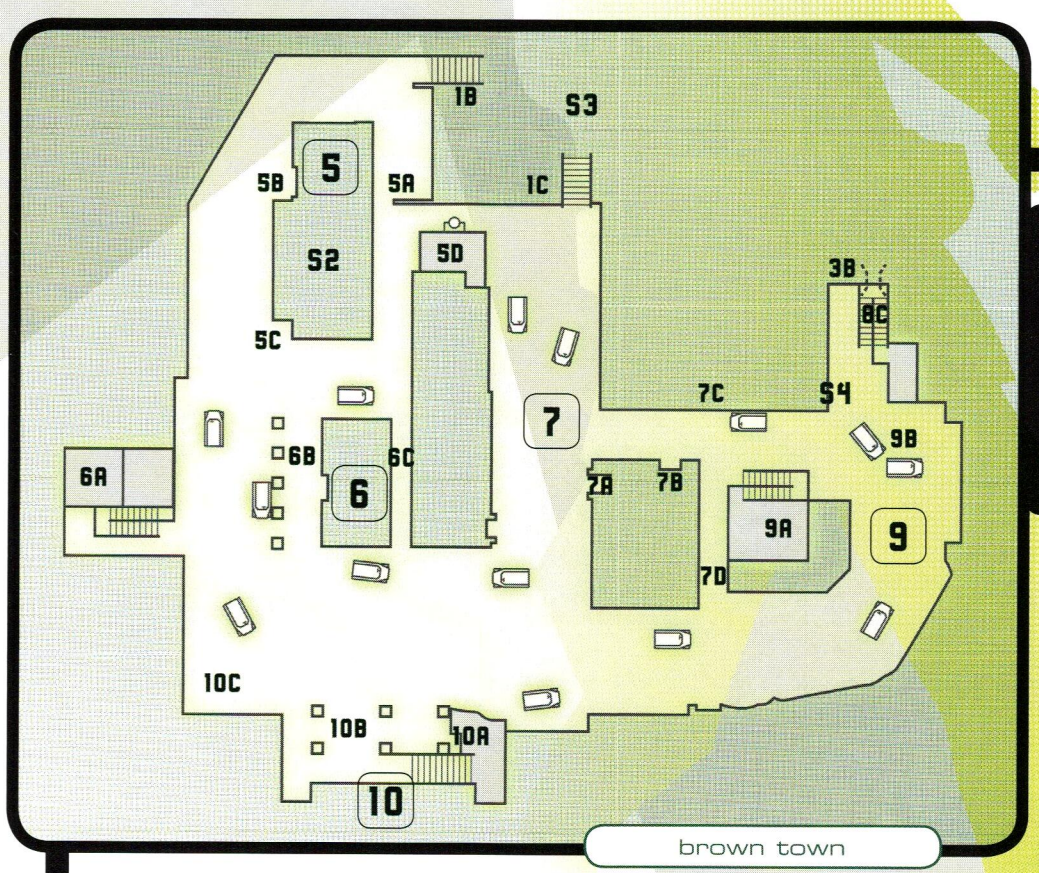
On High Ice, both of the spawn points are on either end of the map. The first spawn point is located to the lower portion of the map to the southwest (S1). The second spawn point is located in the upper portion of the map to the northeast (S2).

Due to the large nature of this map, everyone has ample time to get into good positions. Take your time, be cautious and don't get cocky — rushing in can only cause the unnecessary loss of life.

PERSISTENCE

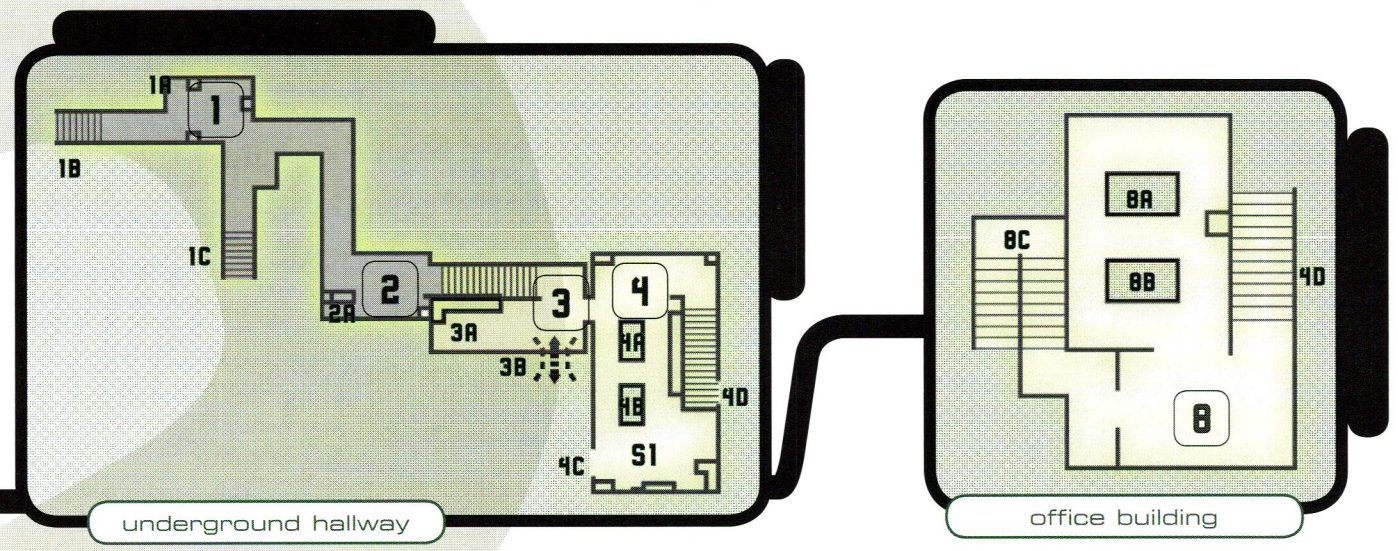
Brown Town

It takes just one look at Brown Town to understand how it got its name. Not only are the roads covered in dirt, but all the buildings in the town are colored three shades of brown. If this isn't enough to stake a claim on the name, there's a constant flow of dry, choking dust in this map, which makes reading things at a distance very difficult. The only respite you have from this dusty haze is the red bricked Underground Hallways and Office Building.



brown town

1. First Underground Hall
2. Second Underground Hall
3. Loading/Storage Area
4. Office Area
5. Garage
6. The Store
7. Main Street
8. Second Level Office
9. Open Eastern Area
10. Theatre



GENERAL TACTICS

UNDERGROUND HALLWAYS / OFFICE

KILLER LOCATION - UNDERGROUND HALLWAY 1

This corner (1a) is an excellent hiding / ambush place (1a) in the twisting and turning corridors of the First Underground Hallway (1). Equip a Box and hide behind the wooden crates while you wait for someone to come down the stairs (1b) to the right, or the stairs (1c) to the left.





KILLER LOCATION - UNDERGROUND HALLWAY 2

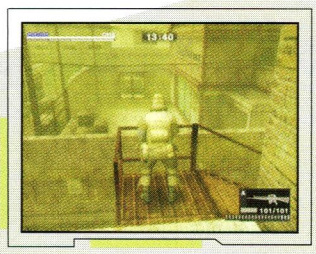
In the Second Underground Hallway (2), there is a set of crates (2a) you can hide behind that allows you a view of the hallway while providing necessary visual cover. However, be careful of opponents shooting through the crates. If someone knows you're there, the thin wood isn't going to keep you protected.

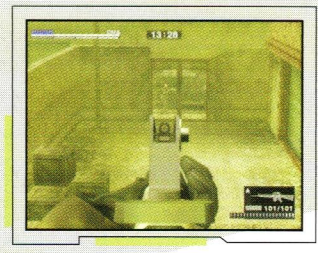




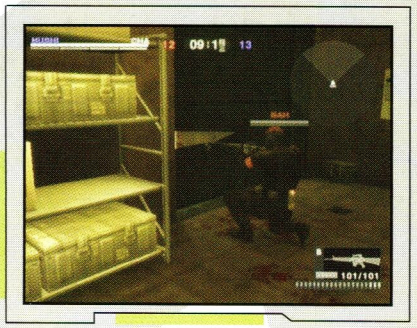
SHOOT THROUGH THE GATE

From the platform just outside of the second floor office you can see right through the rusted wrought iron gates. Line up your headshots carefully and the enemy will never know what hit them.





AIM THROUGH THE CRACK





Use this area to fire through the crack in the loading dock door at your opponents outside (7c). This position is especially useful in Capture Mission Mode, as one of the bases is located right outside of this crack.

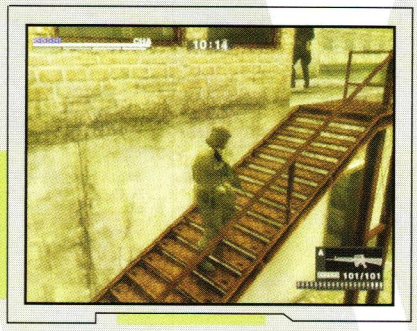
LOADING DOCK CRAWLSPACE

The loading dock (3) has a hole in the wall (3b) that is a little bigger than most average crawlspaces in the game. You can crawl through here to get outside. It lets you out just under the metal stairs (8c) leading to the second floor.



PEEPING GUARD

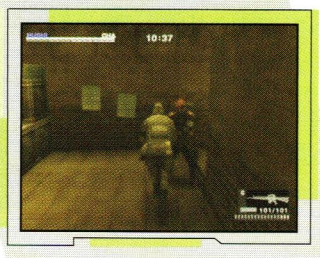




The broken windows in the Second Floor Office (8) allow you to see enemies coming up the stairs. If you spot someone, roll out of the window behind them and pick them off from behind.

FIRE AND FORGET

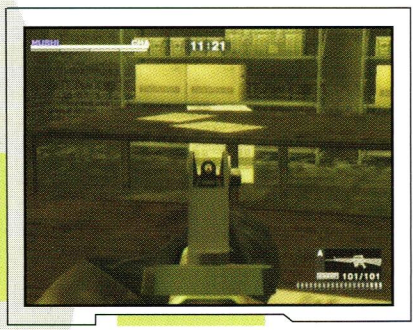
When in the Underground Hallways, make sure you rotate the camera to look around the corners. Many experienced players will wait on the other side with a Flamethrower equipped, and then pop out and toast you if you're not careful. Of course, you could do the same to them.





DESK JOB





In the second level office, there are two desks that you can crawl under or hide behind in a Box. It's likely that you will raise suspicions, but it's hard for players to shoot the Box in First Person view mode from afar, and by the time they get close enough to target you, you should have already been able to pop up and take them out.

MAIN STREET

A VIEW TO KILL

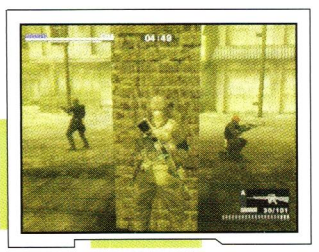
Main Street (7) is a busy place and this bustling nexus can best be viewed (and attacked) from the stairs (1c) directly north of it. If you keep your head below ground level by crouching, you can use watch for enemies above. From this view, it's possible to also peek right into the Theatre's second floor platform.





USE THE PILLARS

There are two areas in this level that contain pillars — one by the Theatre (10b), and the other by the Store (6b). Use them to hide and peek around to judge the best time to jump out and target your opponents.



CHECK THE ALLEY

When at the pillar by the Theatre (10b), be sure to check the alleyway across the street for any enemies hiding along its length.

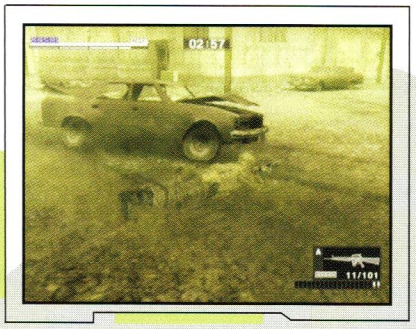
JUNKED CARS PROVIDE GOOD COVER

There are a number of broken down cars littering the streets, and they make for good cover. Crouch behind one and pick off your foes.





BROWN TOWN'S BEST POINT TO SNIPE

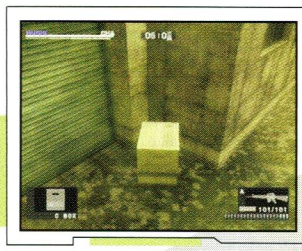




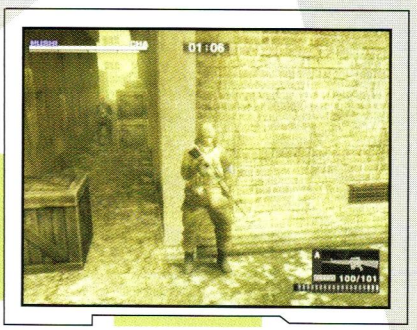
Even though it seems like you are left out in the open, this spot next the wrecked car (10c) is a great sniping spot (10c). Go prone and press against the car with your left side, using its body for cover. Next, equip an appropriate firearm, such as the SVD, aim your weapon down the street, and let the headshots begin.

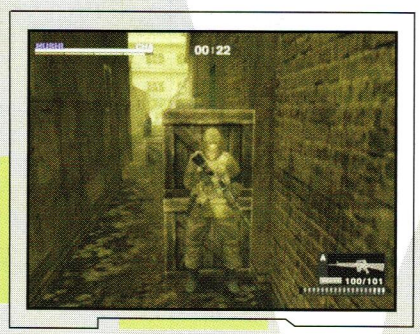
AN OVERLOOKED CORNER

In the northwest part of the map is a garage (5). There is one part of the garage that is of some interest — a small corner (5b) that usually goes unchecked. This isa great place to equip a Box and watch the action.



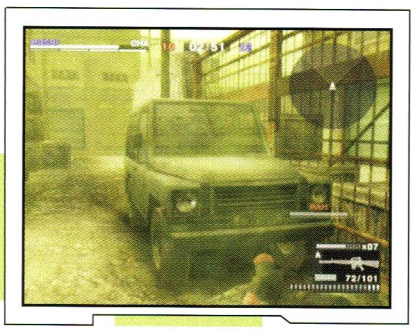
EASY PREY IN THE ALLEYWAY





A highly trafficked area is the alley (6c) behind the store. A popular shortcut for players, you can make quick work of opponents trying to use it. The wooden crates here are flimsy, and can easily be shot through.

TUCK UNDER THE TRUCK

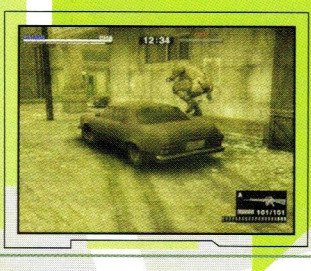




This map is littered with abandoned trucks high enough off the ground to crawl under. Doing so isn't really recommended for Rescue Mission Mode, but if you want to catch a few enemies by surprise, this is the way to go. Just nudge yourself under one and go to town on the kneecaps and ankles of passersby.

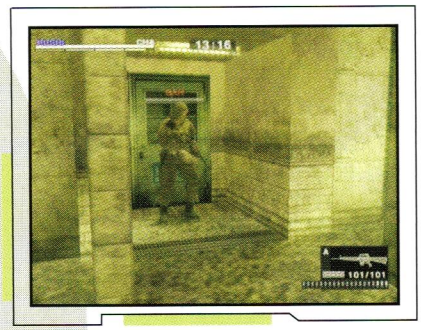
CARS FOR COVER

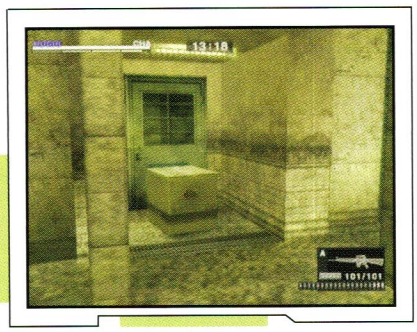
Almost all of the cars in the level can be climbed on. They also provide good cover if you need to duck behind something quickly to avoid being fired on.



LURKING IN DOORWAYS

Hiding in doorways is an easy way to jump out and surprise opponents. Position yourself in a crouched position as far back as you can move and equip a Box. Watch for enemies who pass by and then pop out and shoot them.





SHOTGUN BLAST

When attempting the doorway tactic above, use the Shotgun. It's strong blast knocks enemies onto the ground and is a prime weapon for this sneaky attack.

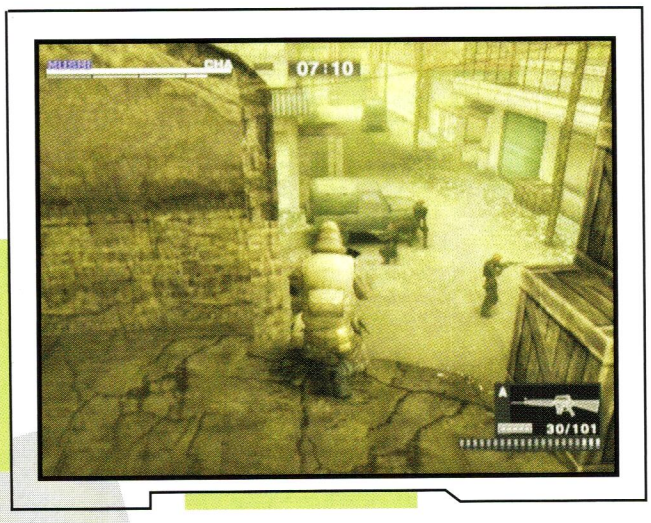
THEATER AND LANDINGS

A TRIP TO THE THEATRE

The Theatre (10) is an excellent spot for taking out unwitting opponents, as it has two areas that are perfect for ambushes and sniping.

First up is the Second Floor Platform (10a), which is accessed by the taking the stairs. From this vantage point, you have a clear shot to the areas North and East of the Theatre. There is a wall that protects you from the West, but be careful of enemies coming up behind you. From this spot, you can also see the second floor room of the office building (8) to the Northeast.

The next spot of interest is the pillars (10b) that occupy the entrance of the Theatre. You can use them to hide and peek around to judge the best time to jump out and decimate your opponents.



USE TEAMWORK

The upper level of the Theatre (10a) is a highly coveted spot, and players are willing to kill for it. If you aren't playing Deathmatch, try to get one of your teammates to cover the stairs while you pick off players from the roost above, or vice versa.





TOP OF THE LANDING



In the eastern part of the map, there is a landing (9a) with crates that you can hide behind. This is a great spot, as it covers the alleyway to the west (7d), the side street to the north, the entrance to the lower office (4), the stairs to the office building's second level (8c), the crawlspace (3b), AND the second level office (8).

While no one's looking, run up the rusted steps and equip a Box when you get to the top. Now it's just a game of patience. Wait and manipulate the camera to scope out the areas around you. Be careful not to move too much in order to not give yourself away.

TRIPLE COVER

Across the street from the garage are a second floor room and a landing (6a). The room is very small and can only be accessed by a rusted set of steps that lead up to a door. The door leads out to a landing that you can use to shoot at people on the street below. If things get dicey on the landing, the little room is a good place to hide.

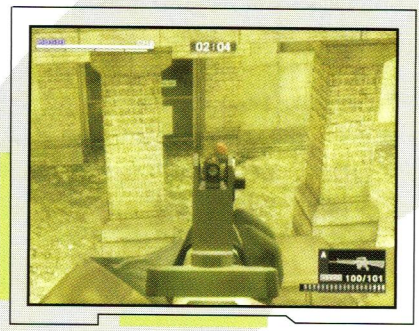
MISCELLANEOUS



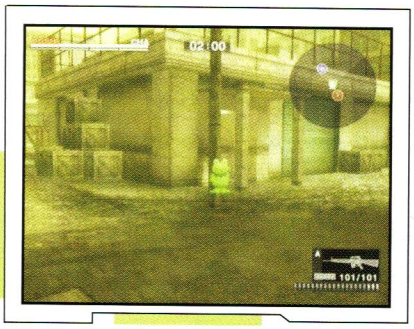
USE THE SHOTGUN

The confined nature of this level makes the Shotgun one of the most devastating weapons available. Having more range than you'd think, and packing enough power to knock your opponents over when you hit them, this weapon makes the final kill shot all the more easy.





CAPTURE MISSION MODE





In Capture Mission Mode, the Kerotan only spawns in one point in this level, and that is in the center of an intersection between two of the spawn points (S3, S4).

The Kerotan is easy to get to from the spawn points, and the key to winning Capture Mission Mode on this map is to get the Kerotan, take it back to your base, and fortify it quickly.

If you spawn near the base to the east (near 7c), a good place to cover it is from the landing south of it (9a). The other goal is near the garage (5), and you can do the same kind of cover from the landing to the west (6a). It's a bit farther away, however, so it might not be as effective.

RESCUE MISSION MODE



In Rescue Mission Mode, the Gako spawns in the second level office (8), and the guarding team spawns close nearby (S4). It may be better for the guard team to move the Gako into the Underground Hallway, since you can actually target the Gako and the room it's in from the top of the Theatre (10a) if you have a long ranged weapon such as the SVD or RPG7.





If you're on the rescue team and you're trying this tactic, don't worry too much about the metal railing in your way between the Theatre and the second level office. While they may get in your way visually, they won't get in the way of your shots.

SNEAKING MISSION MODE

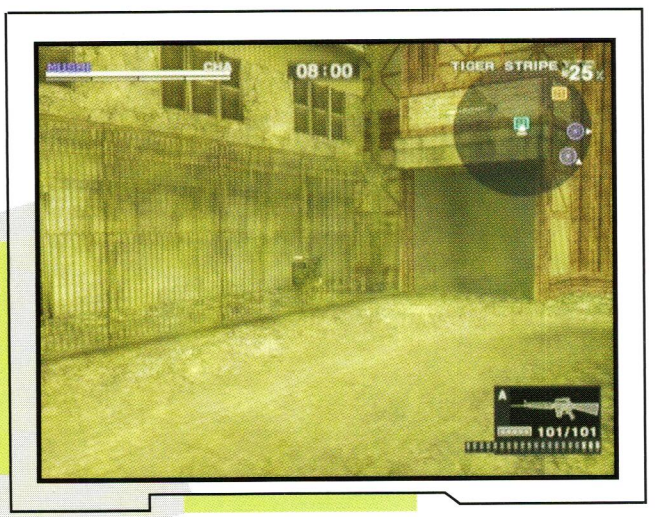


As Snake, you typically start off on the east side of the map by the Store (6), while everyone else starts off in the First Underground Hallway (1). The sets of Microfilm spawn pretty far apart — the first one near the Garage (5) and the other in the Office Area (4).

Snake has a bit of an advantage on this level, since it's very easy to mistake the dust blowing around the entire level for the dull green glow of Snake's stealth camouflage and there are a lot of alleys and boxes for him to use as cover should he need to hide.

The key to winning is not to concentrate all of your men on one set of Microfilm and spread them apart equally. Snake is going to go after one, and it will most likely be the one you're not guarding.





TEAM SPAWN POINTS



There are four very closely related spawn points on this map. The first set for Team Deathmatch and Rescue Mission (S1, S2) is in the Office Area (4) and the Garage (5). The other set of spawn points (S3, S4) is near the First Underground Hallway (1), and near the Office Area (4).

PERSISTENCE

Duel Mode

In Duel Mode, you get the opportunity to relive and replay all of Metal
Solid 3: Snake Eater's most intense boss fights. Duel Mode is broken
into two modes — Normal and Special. The major difference between the
is that Special offers an increased difficulty level with less weapons and ite
Beat them both to unlock some extra camo and face paint for the main
online games.

Snake vs. Ocelot Unit

You're up against eight members of the elite Ocelot Unit Normal and te
Special. Pay attention to the clock and use it to your advantage. Slow
steady wins this race.



ocelot unit

A. AK-47 (SPECIAL ONLY)

B. SMOKE GRENADES (NORMAL ONLY)

C. CARDBOARD BOX A (SPECIAL ONLY)

NORMAL MODE

On Normal Mode, the eight enemies that make up Ocelot Unit are pushovers. As soon as the stage begins, equip the Suppressor on your Mk22 and shoot the soldier just outside the window in the head.

Move under the bed and equip your Stun Grenades. Four guards begin to clear the room you're in around 25 seconds into the fight. Throw a stun grenade at the two nearest the door, then another at the two that are farther away. If you want to take all four out at once, aim a grenade at the man directly in front of the door. If it lands properly, it will take out all of them. If your timing is right, you should be out of the room within 35 seconds.



Pause behind the boxes immediately to the right of the door and look up at the roof. You should see a sniper appear fairly quickly. Tranquilize him, as well, then tranquilize the soldier standing outside the window at the front of the room. Exit that room and go into the main area. Run all the way over towards the stairs and kneel down. Toss a stun grenade under the hole in the bottom of the wall for the final kill.



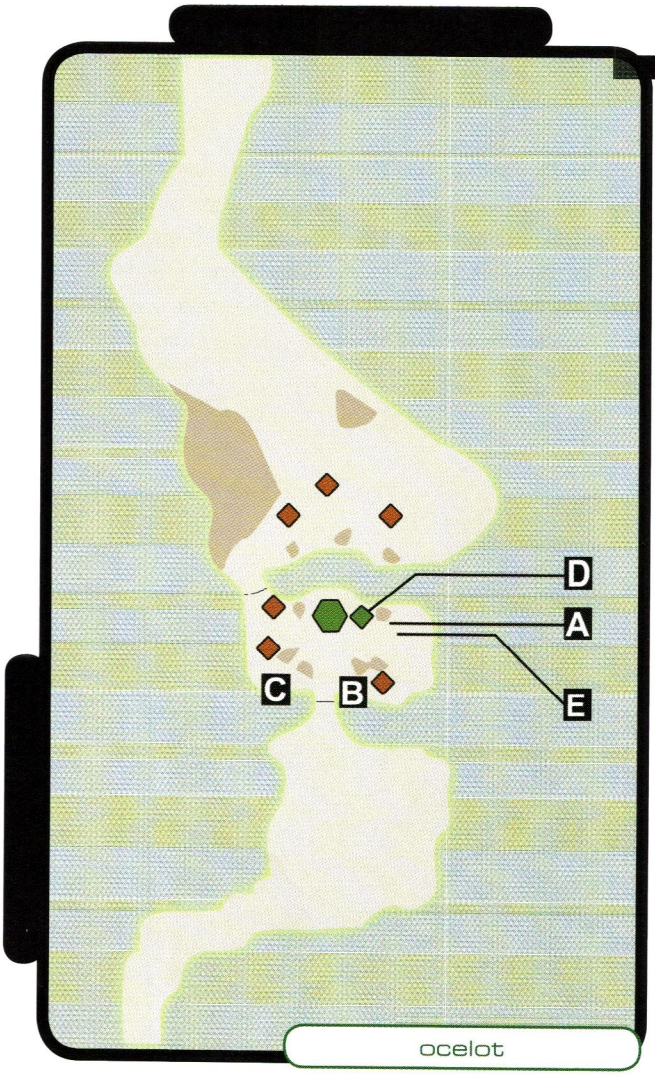


SPECIAL MODE

Special poses a different challenge. There are ten guards instead of eight, and your supplies are limited. Take out the first guard that you can see outside, then climb on the very foot of the bed and take out the other. Prepare a Grenade, and toss that into the next room when they shoot down the door. Run to the underground tunnel (hugging the walls to avoid detection) and come out the back side of the building. Loop around, ignoring the ladder for now, and run to the cluster of barrels. Stand on your tip-toes and shoot the guard off in the distance. A headshot isn't necessary, but it helps. Run back to the ladder, but keep your camera tilted up towards the roof as you do. Look for the barrel of the sniper's rifle. If you see it just over the ladder, wait until it disappears, count to five, and climb up. If you're lucky, he'll be facing in another direction. Headshot him and go back down the ladder. Head for the stairs after that, and climb up. If you look at the ruined wall near the stairs, you should just be able to make out an Ocelot hiding in some tall grass. Headshot him. Go back down the stairs and hug the wall directly in front of you. Slide all the way down it until you see the final Ocelot standing by a tree. Duck, slide over that last little bit, and throw a Stun Grenade as hard as you can. He'll get curious when you pop out from behind cover, but he's far enough away that it won't matter.

Snake vs. Ocelot

Ocelot is an expert gunfighter who thinks very highly of himself and his skills. Use his arrogance against him. Approach the center of the crevice to enter into a quick-draw gun battle.

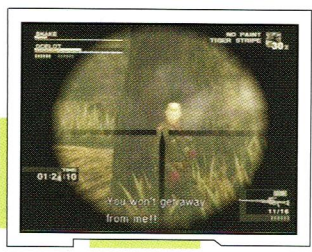


- **A.** Mk22 AMMO (NORMAL MODE ONLY)
- **B.** M1911A1 AMMO (NORMAL MODE ONLY)
- **C.** AK-47 AMMO (NORMAL MODE ONLY)
- **D.** WHITE PHOSPHOROUS GRENADES (NORMAL MODE ONLY)
- **E.** GRENADES (NORMAL MODE ONLY)

NORMAL MODE







In terms of difficulty level, both Normal and Special Modes for this stage are on about an even keel. The only real difference is in the equipment available to you. A few strategies apply to both modes, however. If you're against getting shot, play hide and seek with Ocelot. It'll take time, but you'll eventually wear him down with little lost life of your own. Otherwise, stay right where you begin the stage — this is the best vantage point.

Slip into first person mode and use whatever weaponry you choose. The Mk22 comes highly recommended in Normal Mode, as do Stun Grenades. Shoot him in the head when he's talking and when he pauses to reload, but avoid the temptation to hit him while he's on the run. Make each shot count. When you're low on ammo, or he's behind the big tree reloading, throw a Stun Grenade.

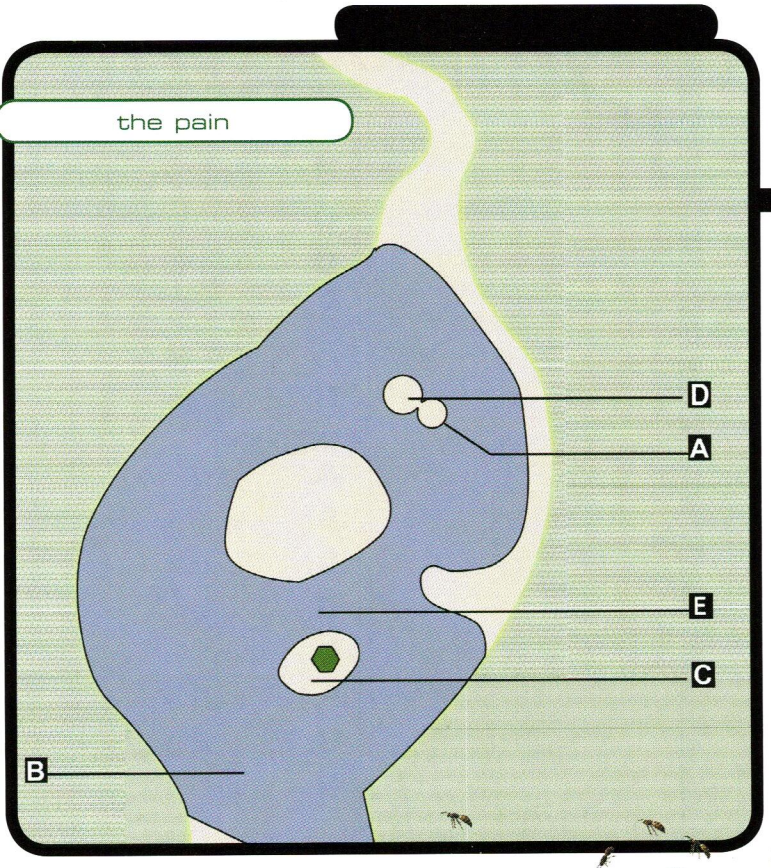
SPECIAL MODE

On Special Mode, it's a bit tougher due to a lack of equipment. Use the M37 to knock him down, then equip your SVD. Go for headshots for maximum efficiency, but one or two shots to the chest will work, too. Use your spray-and-pray high rate of fire guns to slow him down, and the SAA to shoot him in the head when you have a clear shot. You can even skip his reloading cut scene and get a free shot in.

Approaching the center of the crevice often results in Ocelot coming out to challenge you to a quick draw battle. It is not too hard to win it. Use the M37 to be sure you hit him, then fire at him with your rifle when he gets back up.

Snake vs. The Pain

The Pain is insane. His bees and hornets have the ability to attack you, form a protective armor around him, and distract you. Once you injure The Pain enough, he changes his attacks and summons angrier bees. Make use of your grenades to deplete his armor and use the water to avoid his attacks.



A. Mk22 AMMO

B. M1911A1 AMMO (NORMAL ONLY)

C. AK-47 AMMO

D. M37 AMMO (NORMAL ONLY)

E. GRENADE

NORMAL MODE







Normal Mode is most efficient when you are going for a kill. Bring up your M1911A1 and immediately start shooting The Pain in the head. Once his health is depleted around a fifth, he'll summon his armor. Use either the grenades or your M37 to take down the armor, then shoot him again with either the M1911A1 or the AK-47 — whichever you feel most comfortable with as both work well. Repeat this method and he'll go down in no time.

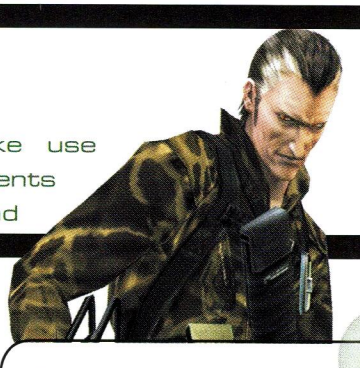
In the second battle, simply do the same thing. The AK-47 rounds on the island you start on are here for a very good reason. Make use of them.

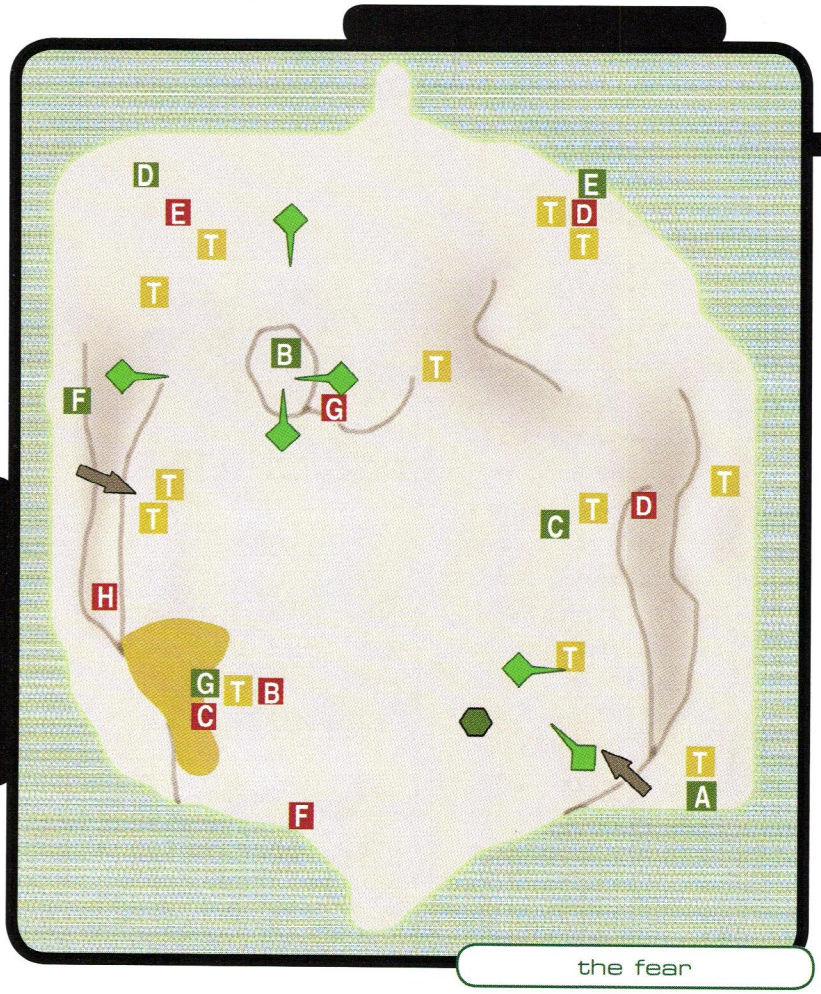
SPECIAL MODE

Special Mode ends up being a tranquilizer battle. Use your Mk22. If you can handle headshots at distance, go for it. Otherwise, play it safe and go for the chest. When his armor comes up, throw a regular grenade or a Stun Grenade to bring it right back down. There's an island on the other side of where you begin fighting him that has Mk22 ammo. Swim over there and make that your base. When he summons the red hornets, dive into the water and wait it out. You can shoot him while they're buzzing around, but you'll take more damage than you can give.

Snake vs. The Fear

The Fear is invisible, extremely fast, and inhumanly agile. Make use of your goggles and the trees for cover. Predict his movements and out-think him, but beware the booby traps set around the stage.





the fear

NORMAL MODE

- **A.** Mk22 AMMO
- **B.** M1911A1 AMMO
- **C.** XM16E1 AMMO
- **D.** AK-47 AMMO
- **E.** M37 AMMO
- **F.** SVD AMMO
- **G.** GRENADE

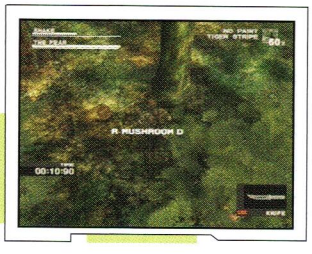
SPECIAL MODE

- **A.** Mk22 AMMO
- **B.** M1911A1 AMMO
- **C.** XM16E1
- **D.** AK-47
- **E.** M37
- **F.** GRENADE
- **G.** STUN GRENADE
- **H.** TNT

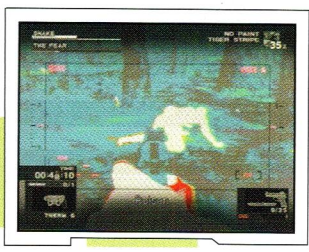
NORMAL MODE

If you're careful, you can beat The Fear in one minute or less on Normal Mode. As soon as the fight begins, look directly up and shoot him twice with your Mk22. He leaps away, but don't worry about him just yet.

Use your manual camera control to seek out a set of poison mushrooms that are at the base of a tree. Shoot them and leave them on the ground.







Equip your Thermal Goggles and track The Fear. Every time he lands on a branch, you need to put a tranquilizer dart into him — two, if possible. Once you drain his stamina to almost nothing, he looks for something to eat. If you didn't shoot the mushrooms, he'll regain stamina. If you did, he'll be poisoned and open to more shots.

SPECIAL MODE

This stage's Special Mode is a great deal more difficult. You don't have access to the Thermal Goggles, so you have to be extraordinarily alert. Play it just as you would on Normal, but be sure to use the new manual camera to track him. Look for the source of his arrows, take aim, and fire as soon as possible. If he says "Burn!" immediately dodge. This takes longer than it did on Normal, but it's definitely doable.

Snake vs. The End

The End is the ultimate marksman. He will fire from cover and move. He has a limited number of spots to snipe from on this sprawling level, so use your map to scope him out.



A.	Mk22 AMMO (NORMAL ONLY)
B.	XM16E1 AMMO (NORMAL ONLY)
C.	M37 AMMO (NORMAL ONLY)
D.	SVD AMMO
E.	MOSIN NAGANT AMMO (SPECIAL ONLY)
F.	TNT (NORMAL ONLY)

NORMAL MODE

This ultimate sniping battle is also the longest battle in Duel Mode. It's also the one that's sure to give you a run for your money. Unless you get off a lucky shot and hit The End in the head early on with a shot from your Mosin Nagant, you're in for the long haul. The first thing you should do is ignore him completely. Explore all of the level, using the map on the pause screen often. Memorize the sniping spots and learn the quickest routes to get to and from them. Once you know the stage like the back of your hand, you're ready for battle.

Locating The End on Normal Mode isn't that tough. Once you've learned the sniping spots, use your D. Mic and listen for snoring or talking to find which one he is at.







The Thermal Goggles also work when you're absolutely lost. Use your foreknowledge of the stage to either set yourself up for a killing (or tranquilizing) shot, or to get close enough to use your M37 on him if you can't get a proper shot. Crawling and wearing the proper camouflage for the zone is extremely helpful, as it makes it harder for The End to see you.

Be wary when aiming, as well. The End can see the glare of the sun off your gun's scope and he will shoot as soon as his aim is correct. You have to be faster.

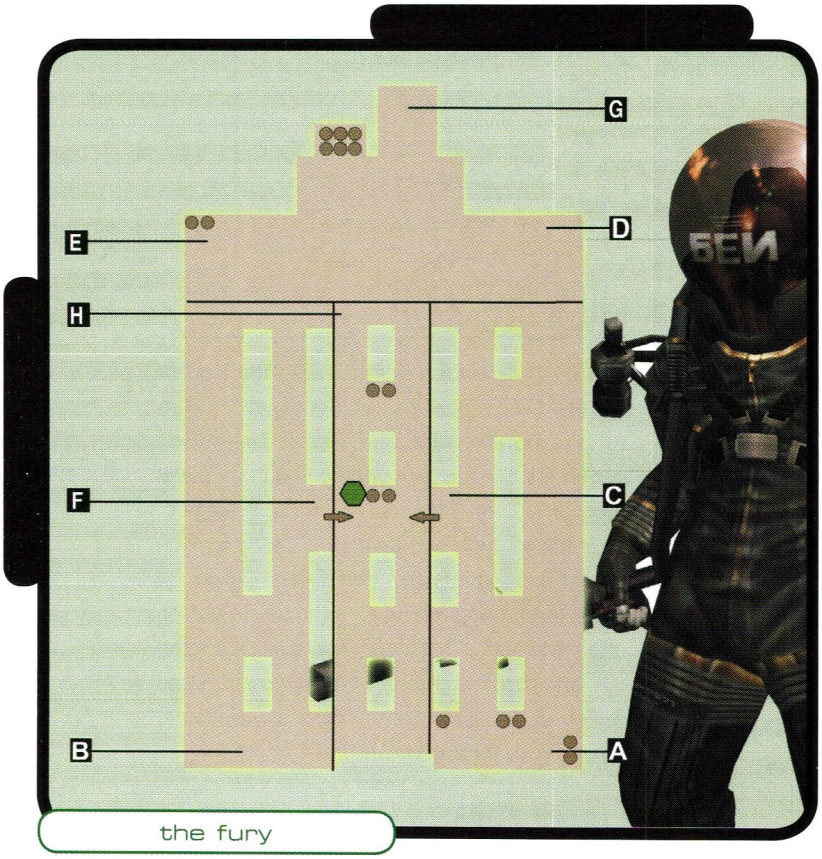
SPECIAL MODE

Special Mode takes away all your advantages. You're left with an SVD and a Mosin Nagant with which to attack The End. Here, you absolutely have to behave as if this were a real sniping battle. Know the sniping spots and scan them with your Binoculars. Once you've found him, aim true and take your shot. It's going to be a long, tiring battle.

If you find yourself getting blasted over and over again, either find a tree to hide behind or lob a Smoke Grenade for cover and pick a direction to run away. If you know where he's shooting from, find a better vantage point. Otherwise, it's game over.

Snake vs. The Fury

It's dark and extremely hard to see. The Fury is not subtle, so use that against him. Pause, listen and be ready to react at a moment's notice. His flamethrower is devastating. Beware the barrels.



the fury

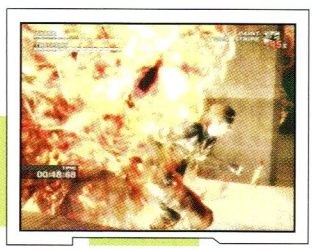
A.	Mk22 AMMO (NORMAL ONLY)
B.	M1911A1 AMMO (NORMAL ONLY)
C.	XM16E1 AMMO (Mk22 AMMO IN SPECIAL)
D.	AK-47 AMMO (NORMAL ONLY)
E.	SVD AMMO (NORMAL ONLY)
F.	GRENADE (CARDBOARD BOX A IN SPECIAL)
G.	TNT (SPECIAL ONLY)
H.	CLAYMORE (SPECIAL ONLY)

NORMAL MODE

The Fury is tough in both Normal and Special modes, but he falls prey to a couple of easy tricks. When the stage starts, equip your Combat Knife and keep your eyes open. Listen and look fo his flames and try to gauge in which direction he's moving. Try t catch him from behind and perform the knife combo on him. I knocks him down and drain a healthy chunk of his life.

If you do this near an intersection, you can turn his tricks back on him and dash down another tunnel and hide. If you can't ge away in time, he blasts you as soon as he stands up.

Another method is using the M37 instead of the Combat Knife. It may take a little longer, but it is safer. You can target him from a distance and get a bit of a running start. The M37 is extraordinarily effective when you catch The Fury near the barrels that are scattered around his stage. They explode, and take even more of his life with them.







SPECIAL MODE

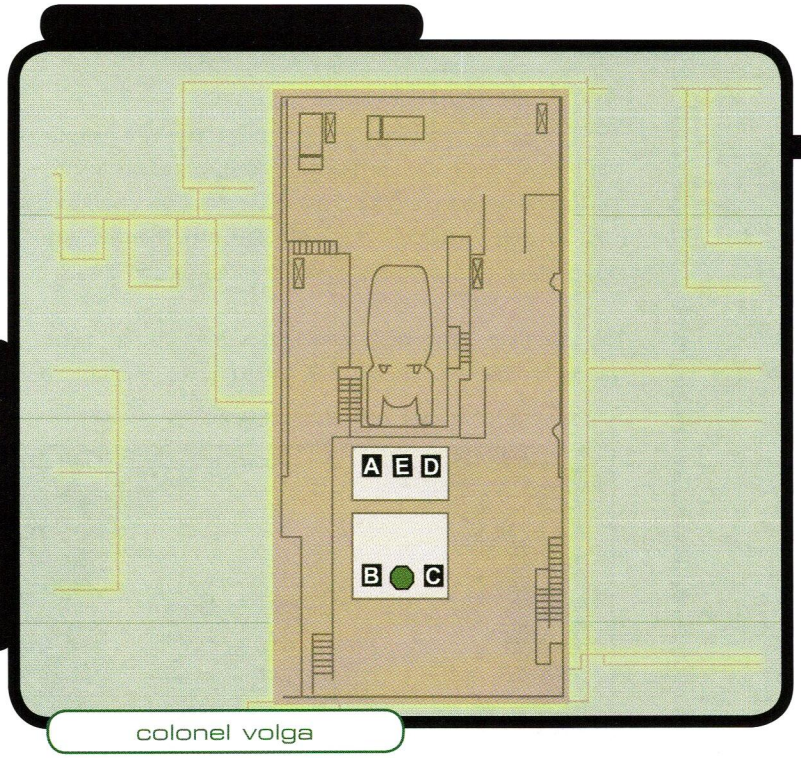
On Special Mode, you lose the M37. You still have both pistols, however, so your options are open. Tricking him with the barrels is still quite effective and slightly easier than tranquilizing him. Even better is the fact that going for the kill, rather than tranquilize, means that you have even more options. You can use the Combat Knife when you find yourself close or the M1911A1 when you're at a distance.

Sneaking is the key here. The Fury is not subtle. He talks, he stomps, and he fires off random shots. Figure out where he is or where he is going to be and get behind him for the shot.

If you're having trouble, knock on a wall. He'll shout and hopefully come in your direction. By the time he gets there, you should be elsewhere but still near enough to take a shot at him.

Snake vs. Colonel Volga

Volgin is a monster. His electric blasts have both range and strength, and his rapid-fire bullets inflict plenty of pain. Ocelot occasionally distracts him and he feels compelled to respond. Watch for an opening and take it immediately.



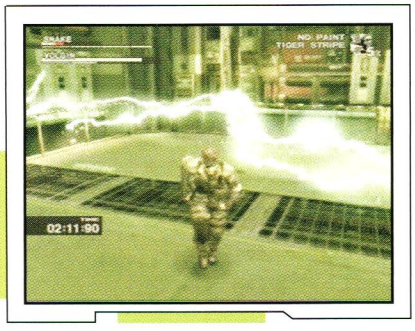
colonel volga

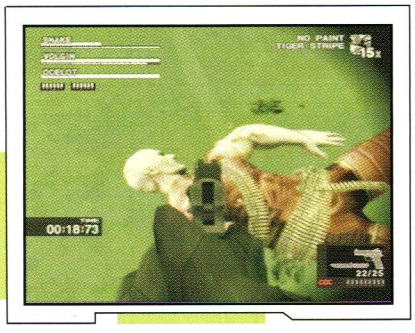
A. Mk22 AMMO (NORMAL ONLY)
B. M1911A1 AMMO (NORMAL ONLY)
C. AK-47 AMMO (NORMAL ONLY)
D. SCORPION AMMO (NORMAL ONLY)
E. XM16E1 AMMO (NORMAL ONLY)

NORMAL MODE

Switch to your default view mode on this one — it'll make this a great deal easier. Don't worry about fist fighting. Just wait for Volgin to open up, then dash in and throw him down using CQC. Next, use the pistol of your choice to take him out. It's somewhat easier with the Mk22, since both that and the throw drain his stamina.

In the second round, go prone to avoid his shots and leap over the low electricity beams.







SPECIAL MODE

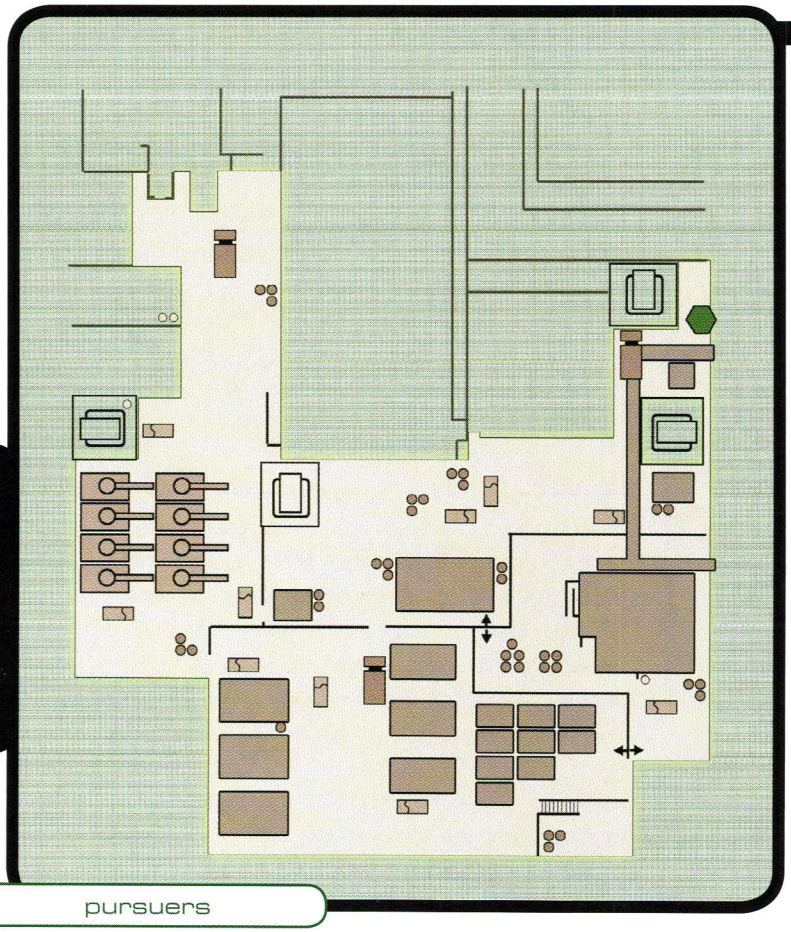
Special Mode is much harder. Keep your view manually controlled using the new camera mode and behave as if it's normal, but avoid using grenades. Take it slow and make use of every available opening.

It is likely that you only can put two rounds into Volgin at any one time, so don't take chances unless you are absolutely sure you have a solid shot. Volgin has all the tools he needs to dominate you, so keep your head on straight.

The key here is to hit and run. You aren't going to be able to stand toe-to-toe with Volgin in either mode. Learn his moves and react accordingly. He does certain motions before each attack, each of which gives you time to either run and prepare for cover or dash in and throw him down using CQC. Better timing is required the lower his health gets, as he'll often turn invulnerable just as you get close enough to attack him. When he's glowing all over, stay away.

Snake on Bike vs. Pursuers

Snake and Eva have to make a mad motorcycle dash through the belly of the beast and away from the Shagohod. Eva is behind the wheel, while Snake runs interference with his stock of weaponry. Thankfully, you have plenty of tools at your disposal.

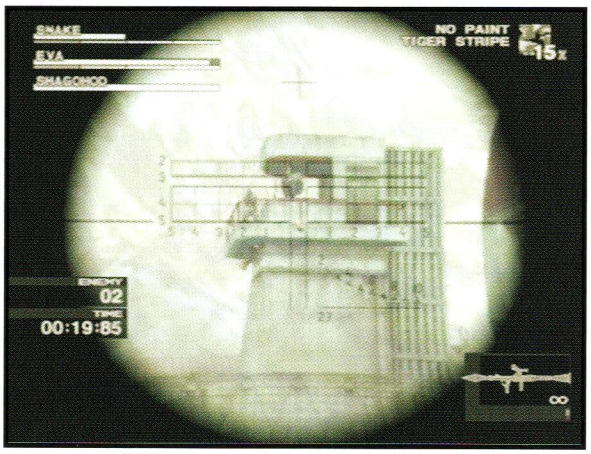


pursuers

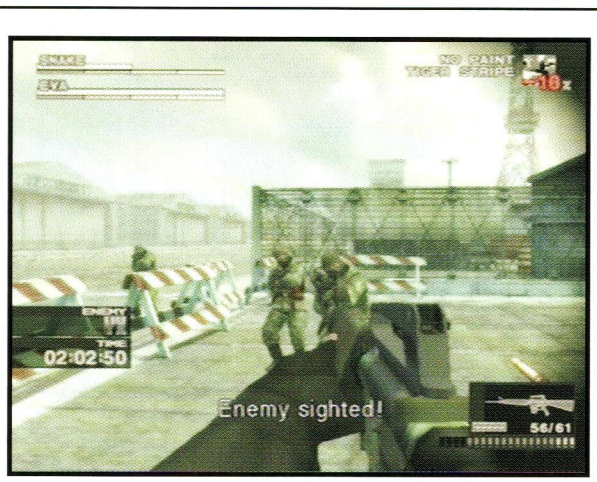
NORMAL MODE

This mission is a breeze on Normal Mode. You've got infinite ammo and tons of weapons at your disposal. The only thing you particularly need to worry about is that there are two enemies with RPGs lurking about on a couple of rooftops in the second area.

The shotgun seems like it would be a good choice, but its slow rate of fire hurts it. The XM16E1 is what we recommend.





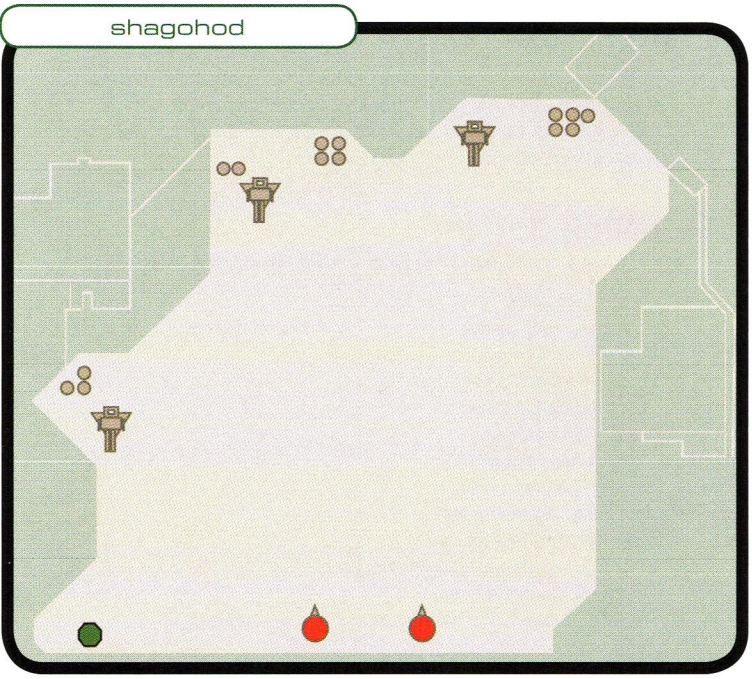


SPECIAL MODE

Special Mode throws a curveball — limited ammo. Here, you must pick your shots rather than spraying madly. Start with the XM16E1 and only use the M37 or SVD when necessary. Otherwise, behave as if this were simply Normal with more enemies to shoot.

Snake vs. Shagohod

Volgin is angry and he is going to prove it to you. The first half of this battle has you riding on Eva's motorcycle. Use your rockets on Shagohod's treads. The second half separates the two of you, so pick your shots carefully and dodge Shagohod's missiles.

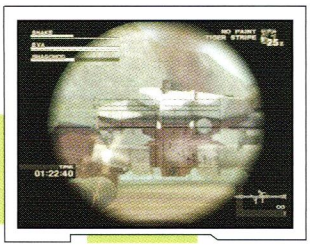


NORMAL AND SPECIAL MODES

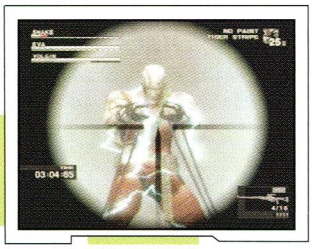
The strategy for Shagohod is the same on both Normal and Special Modes. You have infinite ammo for the first half, so unleash your rockets with wild abandon. Blow up the treads to stop it, then fire as many rockets as possible into the back of the Shagohod. Make use of the quick reload (double tap R2) and hold both L1 and R1 to stay aimed at your target. Once you've damaged it enough, you're on to phase two.

You've got less ammo for the second phase, so play it safe. You'll get an occasional bit of help in the form of an ammo box, but don't count on it. As before, use a rocket to blast the Shagohod's treads, then break out the Mosin Nagant. A headshot takes off over a fourth of his health.

This is not a complex battle. Volgin is very open to attacks at nearly all times.







Snake vs. The Boss

The Boss is the ultimate soldier and you have to take her down. Beware the range on her machine gun and don't underestimate the power of her CQC. Move in close, counter her, and go for the win.

NORMAL MODE

The Boss is a pushover on both Normal and Special Modes. The key to the Normal battle is the Handkerchief. If you're close and The Boss is firing, wave the Handkerchief in her face. She stops for a moment. In Normal Mode, this gives you enough time to knock her to the ground with CQC.

SPECIAL MODE

On Special Mode, the above tactic just gives you a little breathing room. Stay close to her at all times, and do your best to keep on her tail when she runs away. Using your guns only complicates the fight — leave them out.

The Boss often tries to CQC you when you get close. When this is about to happen, Snake grunts and an exclamation point appears over his head. Press and hold Circle. Snake will counter her attack and leave her stunned. At this point, use your own CQC. You can defeat her without getting hit once if you're careful, and this is by far the most efficient method of taking her out.



PERSISTENCE

Extras and Unlockables

If there is one thing for certain, it's that Hideo Kojima his MGS team add plenty of hidden extras in their M Gear Solid Games, and Subsistence is no exception. B is the list of unlockable content:

COMPLETE SNAKE EATER

Beat Metal Gear Solid: Snake Eater the first time through to unlock these items

Brown face paint
Soviet flag face paint
English flag face paint
French flag face paint
German flag face paint
Italian flag face paint
Spanish flag face paint
Swedish flag face paint
Japanese flag face paint
American flag face paint
Desert Tiger camouflage fatigue
Flectar camouflage fatigue
AUSCOM Desert (Australian camouflage desert) fatigue
Tuxedo
Camera

SHOOT ALL KEROTANS / NO ALERT MODE

Unlock the Stealth Camouflage by shooting all Kerotan frogs in Snake Eater. You can also get the Stealth Camouflage by completing the game without entering Alert Mode.

ALIVE TSUCHINOKO

Unlock the Infinity Face Paint by completing Snake Eater with Tsuchinoko alive in Snake Eater.

DEFEATING BOSSES

The following Special Camouflage Fatigues and items can be found in each stage by defeating all bosses with a zero Stamina Gauge.

Ocelot: Animal camouflage (found in following stage)
The Pain: Hornet stripe camouflage
The Fear: Spider camouflage
The End*: Mosin Nagant
The Fury: Fire camouflage (found in following stage)
The Sorrow:** Spirit camouflage
Volgin: the Cold War camouflage
The Boss: Snake camouflage

**The End drops Moss camouflage if you hold him up.*
*** The Spirit Camouflage is automatically placed in the Backpack when you touch the Sorrow's body and complete the stage.*

MONKEY MASK AND BANANA CAMOUFLAGE - SNAKE VS MONKEY

Unlock the Monkey Mask by completing all stages in Snake vs Monkey. In addition, you can obtain the Banana Camouflage by completing all Snake vs Monkey stages with the first prize. (Both items are obtained after saving data.)

UNLOCKS FOR BEATING DUEL MODE

Unlock the Green Face Paint by winning first prize in Normal Mode for a Boss Duels. In addition, the user can get DPM Camouflage Fatigue b winning first prize in Special Mode for all Boss Duels. (Both items can b obtained after saving data.)

Duel Mode unlocks and becomes available on Persistence by completin the MSX versions of Metal Gear and Metal Gear 2.

ONLINE MODE - REIKO HINOMOTO FACE AND HEEL VERSIONS

In order to Unlock Reiko Hinomoto from Rumble Roses, the player ID yo are using to host the game has to either have achieved a ranking (suc as Chameleon and Flying Squirrel), or have logged in over 50 hours o gameplay. Reiko is a little different than the other special characters, sinc if you turn the option for Reiko on in the host options, her Face version wi always be on the red team, while her alter ego, Rowdy Reiko (Heel version) will always lead the blue team.

METAL GEAR ACID 2 CROSSOVER

Once you obtain the Camera be completing Snake Eater, you can then tak pictures and view them in 3D using the Solid Scope in Metal Gear Acid 2

BONUS COVERAGE

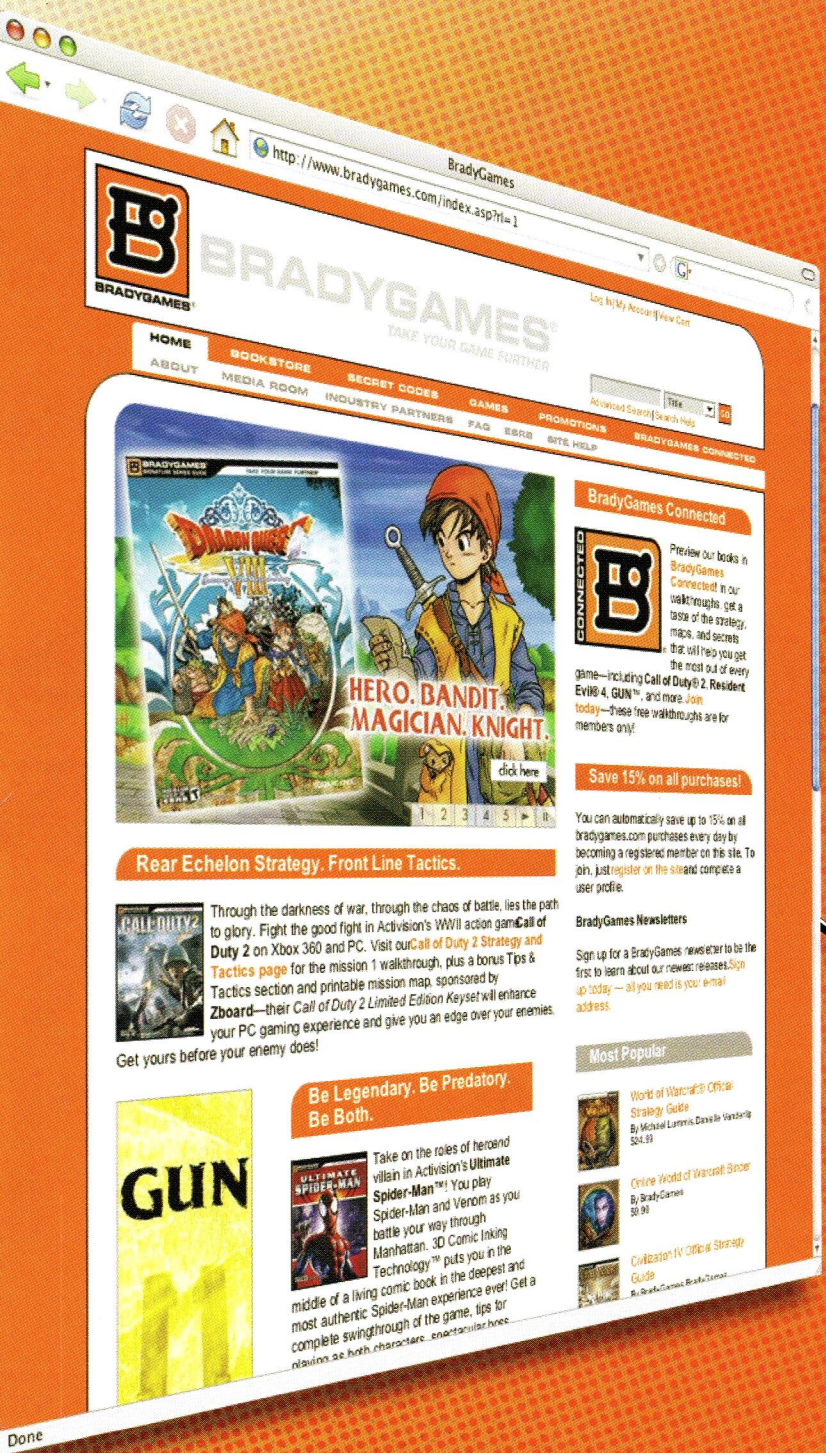
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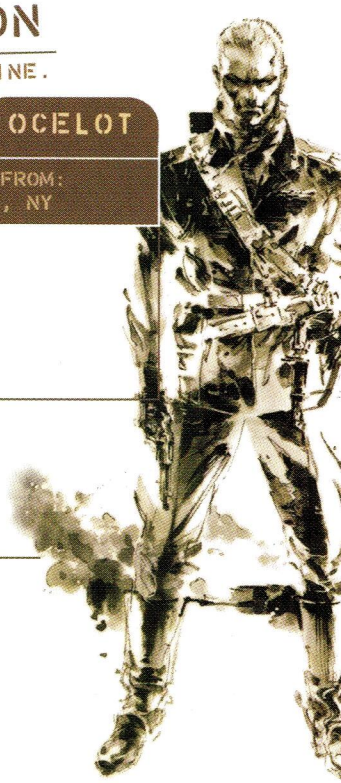
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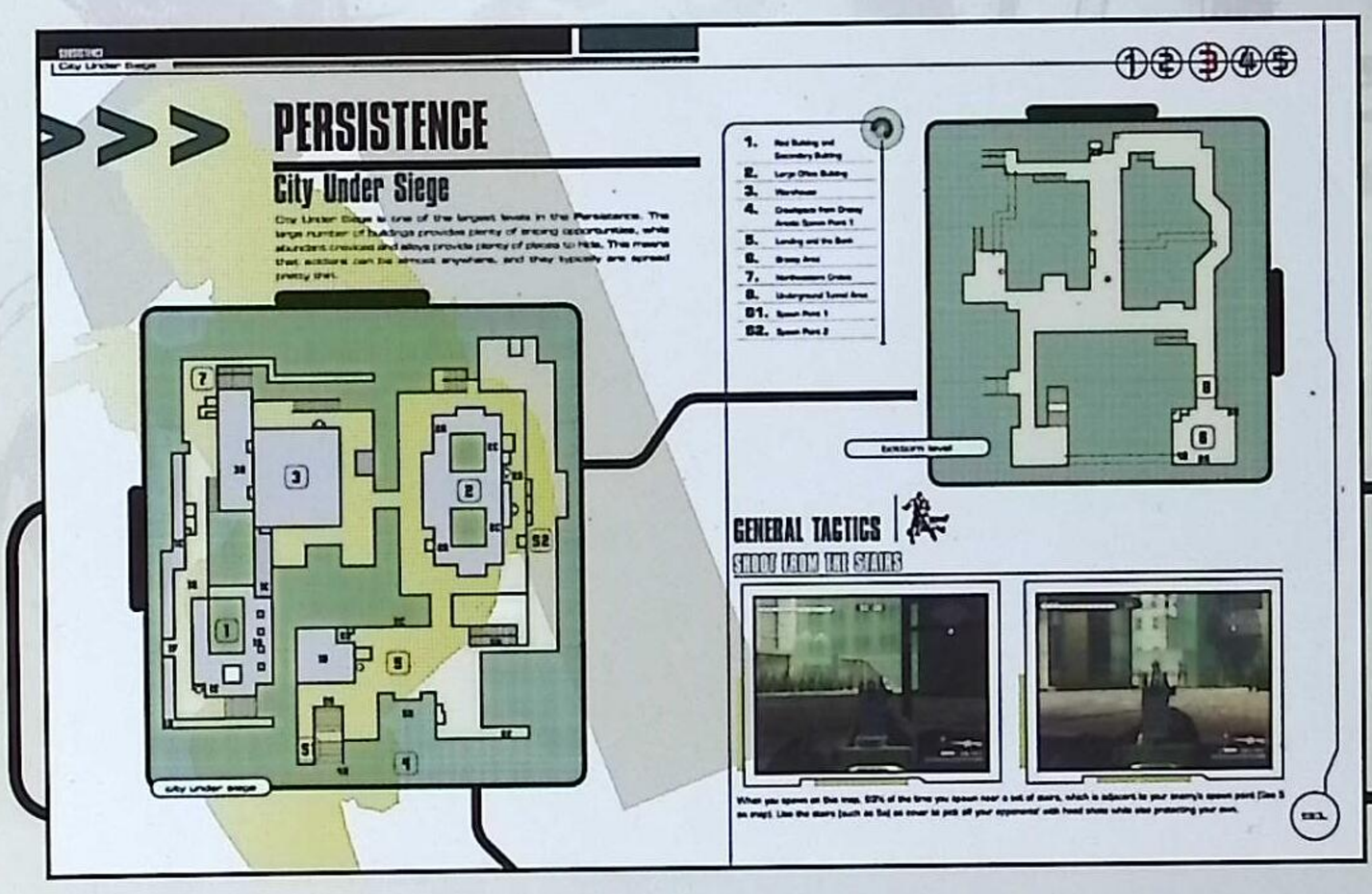
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SUBSISTENCE OR EXTINCTION

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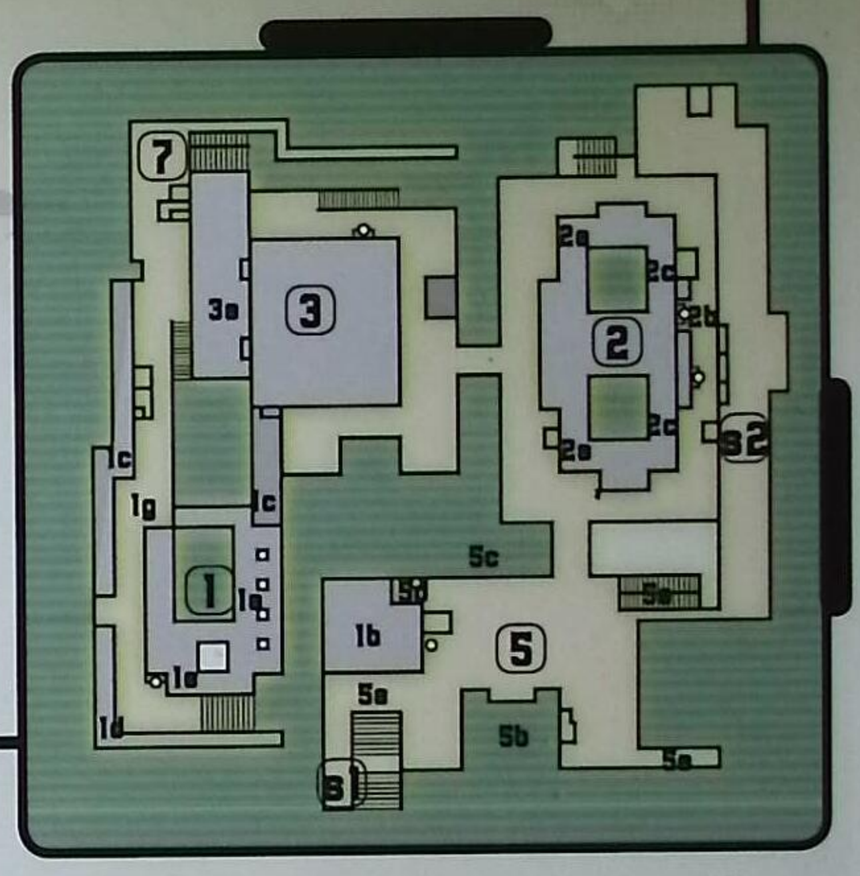
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